



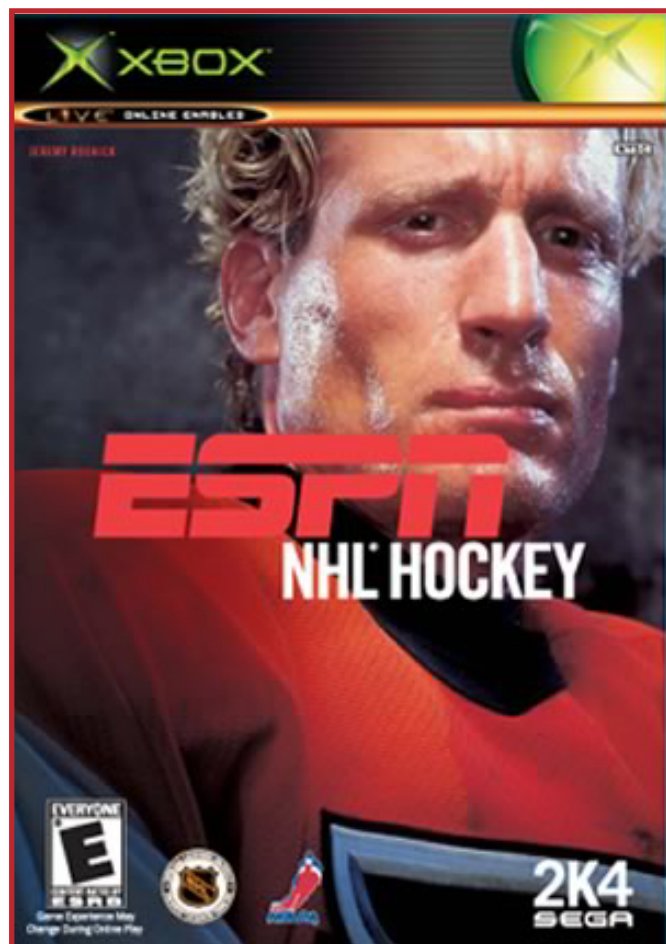
ESPN NHL Hockey

Enhanced Manual for Xbox

Your complete guide to
ESPN NFL

- How to Play instructions
- Tips and Tricks
- New Features

...and more



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ESPN NHL HOCKEY – Xbox

TABLE OF CONTENTS

1. Quick Game	1
2. Exhibition	19
3. Season	19
4. Playoffs	35
5. Franchise	44
6. Tournament	61
7. Skills	70
8. Mini-Games	71
9. Options	72
10. Save / Load	76
11. Roster Manager	77
12. The SkyBox	82
13. Xbox Live	84

Title Screen

Press **A** or **START** to advance to the Main Menu. If you've yet to create a User Profile, an overlay will appear asking you whether you wish to create one. To skip creating a User Profile, highlight NO with the **left thumbstick** or the **directional pad** and press **A** or **START** to advance to the Main Menu. To create a User Profile, highlight YES, and press **A** or **START** to bring up the Virtual Keyboard Overlay.

Using the Virtual Keyboard:

- Move the **left thumbstick** or **directional pad** to highlight any key.
- Press **A** to press the key.
- Pull and hold the **left trigger** or **right trigger** to hold down the shift key.
- Press **Y** to delete a character.
- To confirm and accept the name, highlight ENTER and press **A** or simply press **START**.

Your User Profile is saved and you will automatically advance to the Main Menu.

MAIN MENU

The Main Menu is the central menu from which you can access the every mode and screen in the game.

QUICK GAME

Quick Game lets you jump right into a game between the teams of your choice.

Team Select

- Move the **left thumbstick** or **directional pad** right or left to assign your controller to the Home or Away Team.
- Move the **right thumbstick** up or down to select a User Profile, or to highlight No Profile, New Profile, or Load Profile.
- To play the game without a User Profile, select No Profile and press **A** or **START**.

- To create a User Profile, highlight New Profile and press **A** or **START**. Enter a name on the Virtual Keyboard and press **START**.
- To load a User Profile on the Load Screen, highlight Load Profile and press **A** or **START**. (See the Load Screen instructions below).
- Pull the **left** or **right trigger** to change the team.
- Press **Y** to change the team to a random team. (You can press **Y** with your controller icon in the center of the screen to randomly change both the Home and the Away Team).
- Press **Black** to access the Strategy Screen.
- Press **White** to access the Line Match-Up Screen.
- Press **X** to view the Help Menu.
- Press **A** or **START** (with one of your profiles or No Profile selected) to confirm your team.
- Once you've confirmed your team, pull the **left** or **right trigger** to select the uniform you want your team to wear (some of the uniforms must be unlocked first).
- Once you've found the right uniform, press **A** or **START** (with one of your profiles or No Profile selected) to advance to the Player Lineup Screen.
- At any point, if you want to back up to the previous step, press **B**.

Load (Access by highlighting Load Profile with the **right thumbstick** and pressing **A**)
If you have an Xbox Memory Unit (MU) with a User Profile saved on it, and it wasn't inserted when you loaded the game, you can access the User Profile by selecting Load Profile on the Select Team Screen. Highlight the User Profile that you wish to load and press **A**. You will return to the Team Select Screen and the User Profile will now be available to you.

Strategy (Access by pressing **Black** on the Team Select Screen)

- Pull the **left** or **right trigger** to switch between Basic and Advanced. (Advanced allows you to set your play style line by line).
- In Advanced, press **Black** or **White** to change the line (First Line, Second Line, Checking Line, Fourth Line, Five Man Power Play 1, Five Man Power Play 2, Four Man Power Play 1, Four Man Power Play 2, Four Man Penalty Kill 1, Four Man Penalty Kill 2, Three Man Penalty Kill 1, and Three Man Penalty Kill 2).
- Use the **left thumbstick** or the **directional pad** to highlight an option.
- Press **A** or **Y** to cycle options forward or back.
- Press **START** to save your changes and exit to the Team Select Screen.
- Press **B** to cancel your changes and return to the Team Select Screen.

Aggression: Determines how aggressively your players play. Set it high, and players will check more on defense, and crash the net more on offense. However, they may incur more penalties or over-commit and get burned on defense. Set it low, and players will play more conservatively.

Defense: Defense in the Defensive Zone

- 1-2-2: In this play, the Center aggressively checks in the zone, while the 2 Defensemen and 2 Wings play back in a more defensive stance.
- Zone: This conservative system assigns each player an area of the ice.
- Box + 1: This play is designed to completely try and shut down the slot. However, this leaves the opposing team freedom to move around the rest of the zone.

Backcheck: Defense in the Neutral Zone

- 2-1-2: This aggressive system commits both Wings to apply pressure to the puck. The Defensemen and the Center have to cover more area to make up for them.
- 1-2-2: This conservative system calls for the Center to forecheck aggressively to drive the play to the Wings on the outside. The Defensemen hang back at the blue line.
- 1-1-3: This defense combines conservatism with aggressiveness. The attack comes from the Center and the puck-side Wing. The off-side Wing hangs back and shuts down the outside lane. This gives the puck-side Defenseman the freedom to be more aggressive.

Forecheck: Defense in the Offensive Zone

- 2-1-2: This extremely aggressive defense calls for constant pressure on the puck by two of the Forwards.
- 1-4: This conservative defense has the Wings and the Defensemen form a wall across the blue line while the Center pressures the puck. This defense essentially gives up the offensive zone.
- 1-1-3: This defense combines conservatism with aggressiveness. The attack comes from the Center and the puck-side Wing. The off-side Wing plays back in position to backcheck and defend against 3-on-2 breakouts. The Defensemen play normal positions.

Breakout: Offense in the Defensive Zone

- Free Flowing: This flexible system relies on good skating and skilled passing. Since it relies on flooding certain areas with skaters, it is more vulnerable should a turnover occur.
- Board: This is a conservative system that is best suited to teams with big strong Wings who dominate the battle for the puck on the boards.
- Positional: This is a conservative system with a balanced approach that uses all of the players and emphasizes high-percentage passes.

Moveout: Offense in the Neutral Zone

- Regroup: This advanced system allows the Forwards free movement to attack openings. Advanced skating, passing, and stick-handling are crucial for this system to be successful.
- Positional: This basic, conservative system stresses filling the lanes and making high-percentage passes. It is especially useful for teams with size and/or poor skating ability.
- Crisscross: This intermediate system is similar to the Positional system, but allows two Forwards to move laterally to flood specific areas, while the other Wing acts as a safety valve with defensive responsibility in case the puck is turned over.

Offense: Offense in the Offensive Zone

- Triangular: This intermediate system concentrates on maintaining possession of the puck. The Forwards form a triangular formation and cycle the puck between them. The objective is to create a 3-on-2 or 2-on-1 situation.
- Positional: This basic, conservative system has two Forwards attack the net while one Forward and the Defensemen think defensively in case the puck changes possession.
- Overload: This basic system has the Forwards crowd the area of the net. The Defensemen shoot the puck and the Forwards try to get in position to score off of tip-ins, deflections, and rebounds.

Penalty Kill (Basic only): Defense when you're down a man

- **Box:** This conservative system denies possession of the puck in front of the net or the slot area. This system requires physical players.
- **Diamond:** This intermediate system denies the offense the area in front of the net while putting pressure on the puck.
- **Triangular:** This aggressive system keeps three defenders in front of the net and a third player rotates out to challenge the player in possession of the puck.

Powerplay (Basic only):

- **Funnel:** This conservative system has the Defensemen shoot the puck and the forwards in position to tip-in deflections and rebounds. This system is beneficial for teams with big players who have a knack for scoring from close range.
- **Wings Offside:** The Wings are the primary scorers in this system, which seeks to set up the play on the strong side and pass to the weak-side Wing.
- **2-2-1:** This system is comprised of two sets of Forwards and one Defenseman. The Defenseman is generally open for a shot on the net, though a pass to any of the Forwards for a closer shot is generally preferable.

Line Match Up (Access by pressing **White** on the Team Select Screen)

This screen allows you to match up two lines versus each of your opponent's lines, one offensive line and one defensive line.

Playing as the Home Team:

- Pull the **left** or **right trigger** to assign a line to match-up with your opponent's line.
- Press **Black** to switch from a list of your offensive lines to a list of your defensive lines.
- Press **White** if necessary to switch back.
- Press **Black** or **White** twice to cycle through the opponent's lines. (Note: You can assign an offensive line and a defensive line to match up with each of your opponent's lines. Pressing **Black** once toggles from your offensive lines to your defensive lines. Pressing it a second time toggles to your offensive lines versus your opponent's second line. Pressing it a third time toggles to your defensive lines versus your opponent's second line; and so on.)
- Press **A** or **Y** to increase or decrease the match-up importance slider. This slider sets the urgency with which your team will switch in the new line to face your opponent's line.
- When you've finished modifying your line match-ups, press **START** to confirm them and return to the Team Select Screen.
- Press **B** to cancel your changes and return to the Team Select Screen.

Playing as the Away Team:

- Press **Black** or **White** to assign a line to match-up with your opponent's line.
- Pull the **right trigger** to switch from a list of your offensive lines to a list of your defensive lines. Pull the **left trigger** if necessary to switch back.
- Pull the **left trigger** or the **right trigger** twice to cycle through the opponent's lines. (Note: For each of your opponent's lines, you can assign an offensive line and a defensive line to match up with it. Pulling the **right trigger** once toggles from your offensive lines to your defensive lines. Pulling it a second time toggles to your offensive lines versus your opponent's second line. Pulling it a third time toggles to your defensive lines versus your opponent's second line; and so on.)

- Press **A** or **Y** to increase or decrease the match-up importance slider. This slider sets the urgency with which your team will switch in the new line to face your opponent's line.
- When you've finished modifying your line match-ups, press **START** to confirm them and return to the Team Select Screen.
- Press **B** to cancel your changes and return to the Team Select Screen.

Player Lineup

- Move the **left thumbstick** or the **directional pad** left or right to switch between Start Game, Shuffle Players, and Fantasy Draft.

Start Game:

- Pull the **left** or **right trigger** to toggle between the Starting Lineup (your skaters) and the Goalie.

Shuffle Players:

- Press **A** to scramble the starters (including your goalie).
- Pull the **left** or **right trigger** to toggle between the Starting Lineup (your skaters) and the Goalie.

Fantasy Draft:

- Press **A** to begin the Fantasy Draft.
 - Pull the **left** or **right trigger** to switch between the 1st / 2nd Lines and the Checking / 4th / Goal Lines.
 - Use the **left thumbstick** or the **directional pad** to highlight a player position.
 - Press **A** to view a list of players available for that position.
 - Press **A** to draft the player.
 - Press **START** if you want the CPU to finish the draft for you.
- When you're done in the Player Lineup Screen, press **A** or **START** to advance to the Arena Select Screen.

Arena Select Screen

- Pull the **left** or **right trigger** to switch the arena.
- Press **A** or **START** to load the game.

CONTROL SUMMARY

CLASSIC CONTROLS

OFFENSE

Faceoff (Classic, Intermediate, and Advanced)

left thumbstick

A

B

X

START

Aim pass

Draw puck / Pass

Control skater facing-off

Switch user-controlled skater

Pause game

Offense with puck

left thumbstick	Move skater
right thumbstick	Total Control Dukes (see below)
directional pad	UP: Switch forward lines, DOWN: Switch defensive lines, LEFT or RIGHT: Change strategies
+ right trigger	LEFT: Decrease aggression level, RIGHT: Increase aggression level
left trigger	Protect puck
right trigger	Speed burst
A	Pass / Press and hold for a flip pass
B	Speed burst
X	Snap shot / Press and hold for a slap shot
Y	Dump / Deke (depending on situation)
White	Sidestep
Black	Sidestep
START	Pause game

Coach's Tip – Deking

With Classic Controls, when you're in position to score, you can use **Y** to deke the goalie. Press and hold **Y** to enter Deke Mode, move the **left thumbstick** to perform various dekes, and release **Y** to shoot the puck.

Note: Intermediate and Advanced Controls (listed below) have their own controls for deking. In Intermediate, you hold the **left trigger** and **Y** to deke. In Advanced, you hold the **left trigger** and **B** to deke. These control setups allow you to manually control whether you dump the puck or deke

Coach's Tip – Be Patient

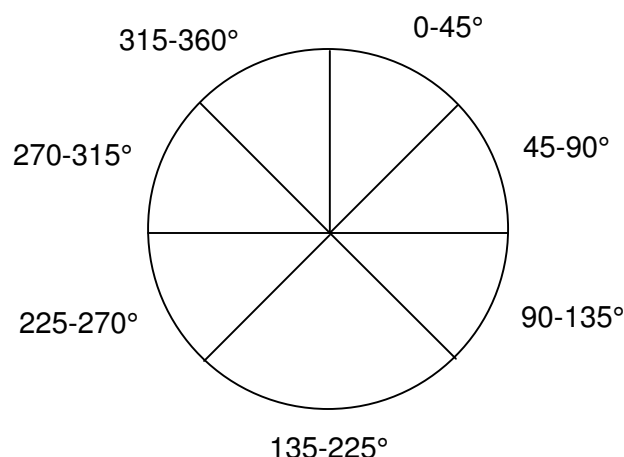
Unless you're on a breakaway, allow your team time to regroup before entering the attacking zone. The more men you have inside your opponent's blue line, the better your chances at controlling the puck and setting up a quality shot. Try cycling the puck back and forth between your forwards and defensemen. This will create more opportunities to exploit any openings that may appear in the defense. Don't be afraid to bring the puck behind the net and switch it over to the other side of the zone. If you see a forward open in the slot or a defenseman ready to blast a slapshot from the point, get them the puck and don't be afraid to shoot it. Patience and persistence will ultimately bring you the most success when on the attack.

Coach's Tip – One-Timer

A one-timer is when an offensive player catches and shoots the puck in one quick motion. The speed of the one-timer can deny the goalie enough time to react, making it easier to score a goal. To perform a one-timer when passing to a computer-controlled player, press **A** to pass and immediately press **X**, before the other player receives the puck. During multiplayer games, to perform a one-timer when another player passes you the puck, press **X** before the puck reaches you.

Coach's Tip – Total Control Deks

This new feature allows you to perform 8 special moves with the **right thumbstick**. The chart below shows the move performed by moving the **right thumbstick** in a given direction.



0-45° = Short deke right

45-90° = Long deke right (for players with high puck-handling rating)

90-135° = Side-step right (does not let go of the puck)

135-225° = Full stop (does not let go of the puck)

225-270° = Side-step left (does not let go of the puck)

270-315° = Long deke left (for players with high puck-handling rating)

315-359° = Short deke left

Offense without puck

left thumbstick

+ **right thumbstick** (any direction)

directional pad

+ **right trigger**

left trigger

right trigger

A

B

X

Y

Black

White

Move skater

Skate backwards

Change lines / strategies

Change aggression

Grab puck from the air

Speed burst

Change skaters / Hold to select goalie

Check / Hold for a speed burst

One-Timer / Hook

Deflection

Sidestep

Sidestep

Board Pinned (Classic, Intermediate, and Advanced)

left thumbstick	Move skater
A	Change skaters
B	Elbow
X	Kick puck

Penalty Shot

left thumbstick	Move Skater
left trigger	Sidestep
right trigger	Speed burst
B	Speed burst
X	Snap shot / Press and hold for a slap shot
Y	Hold to deke / Release to shoot

DEFENSE

left thumbstick	Move skater
+ right thumbstick (any direction)	Skate backwards
directional pad	UP: Switch forward lines, DOWN: Switch defensive lines, LEFT or RIGHT: Change strategies
+ right trigger	LEFT: Decrease aggression level, RIGHT: Increase aggression level
left trigger	Grab puck from the air
right trigger	Speed burst
A	Change skaters / Hold to select goalie
B	Check / Hold for a speed burst
X	Poke check / Hook (depending on the situation)
Y	Block / Dive (depending on situation)
Black	Sidestep
White	Sidestep
START	Pause game

Goalie Without Puck (Classic and Intermediate)

left thumbstick	Move goalie
directional pad	Change lines / strategies
+ right trigger	Change aggression
left trigger	Best stance
right trigger	Position goalie
A	Change skaters
B	Slash / Press and hold for check
X	Poke check / Dive
Y	Save / Best stance

Goalie With Puck (Classic, Intermediate, and Advanced)

left thumbstick	Move goalie
A	Pass
B	Leave puck
X	Clear
Y	Cover

Goalie Holding Puck (Classic, Intermediate, and Advanced)

left thumbstick	Move goalie
A	Drop puck and pass
B	Drop puck
X	Drop clear
Y	Cover

Board Pin (Classic, Intermediate, and Advanced)

left thumbstick	Move skater
A	Change skaters
B	Check
X	Push
Y	Cancel pin

FIGHTING (Classic, Intermediate, and Advanced)

A	Duck / Avoid
B	Grab
X	Punch

INTERMEDIATE CONTROLS**OFFENSE****Faceoff** (see Classic Controls)**Offense with puck**

left thumbstick	Move skater
right thumbstick	Total Control Dekes (see description in Classic Controls)
directional pad	UP: Switch forward lines, DOWN: Switch defensive lines, LEFT or RIGHT: Change strategies

+ right trigger	LEFT: Decrease aggression level, RIGHT: Increase aggression level
right trigger	Speed burst
A	Pass
B	Protect puck
X	Snap shot / Press and hold for a slap shot
Y	Dump
+ left trigger	Hold Y to deke / Release to shoot
START	Pause game

Offense without puck

left thumbstick	Move skater
+ right thumbstick (any direction)	Skate backwards
directional pad	Change lines / strategies
+ right trigger	Change aggression
right trigger	Speed burst
A	Change skaters
+ left trigger	Change to last man back
B	Check
+ left trigger	Hook
X	One-timer / Deflection
Y	Poke check
+ left trigger	Poke dive
Black	Shot block / Knee drop
+ left trigger	Select goalie (w/ Goalie Control on MANUAL)
White	Grab puck from the air

Board Pinned (see Classic Controls)

Penalty Shot

left thumbstick	Move skater
right trigger	Speed burst
B	Protect puck
X	Snap shot / Press and hold for a slap shot
Y	Dump
+ left trigger	Hold Y to deke / Release to shoot

DEFENSE

left thumbstick	Move skater
+ right thumbstick (any direction)	Skate backwards
directional pad	UP: Switch forward lines, DOWN: Switch defensive lines, LEFT or RIGHT: Change strategies

	+ left trigger	Hold B to deke / Release to shoot
X		Wrist / Snap shot
	+ left trigger	Slap Shot
Y		Dump
START		Pause game

Offense without puck

left thumbstick		Move skater
	+ right thumbstick (any direction)	Skate backwards
directional pad		Change lines / strategies
	+ right trigger	Change aggression
right trigger		Speed burst
A		Change skaters
	+ left trigger	Change to last man back
B		Check
	+ left trigger	Hook
X		One-timer / Deflection
Y		Poke check
	+ left trigger	Poke dive
Black		Shot block / Knee drop
	+ left trigger	Select goalie (w/ Goalie Control on MANUAL)
White		Grab puck from the air

Board Pinned (See Classic Controls)

Penalty Shot

left thumbstick		Move skater
right trigger		Speed burst
B		Protect puck
	+ left trigger	Hold B to deke / Release to shoot
X		Wrist / Snap shot
	+ left trigger	Slap shot
Y		Dump

DEFENSE

left thumbstick		Move skater
	+ right thumbstick (any direction)	Skate backwards
directional pad		UP: Switch forward lines, DOWN: Switch defensive lines, LEFT or RIGHT: Change strategies
	+ right trigger	LEFT: Decrease aggression level, RIGHT: Increase aggression level
right trigger		Speed burst

A		Change skaters
	+ left trigger	Change to last man back
B		Check
	+ left trigger	Hook
X		Shoot loose puck
Y		Poke check
	+ left trigger	Poke dive
Black		Shot block / Knee drop
	+ left trigger	Select goalie (w/ Goalie Control on MANUAL)
White		Grab puck from the air

Goalie Without Puck

left thumbstick		Move goalie
right trigger		Position goalie
A		Change skaters
	+ left trigger	Stance down / Back sprawl
B		Slash / Press and hold for check
	+ left trigger	Stance up
X		Poke check
	+ left trigger	Dive poke
Y		Save / Best stance
	+ left trigger	Stacked pads stance

Goalie With Puck (see Classic Controls)

Goalie Holding Puck (see Classic Controls)

Board Pin (see Classic Controls)

Fighting (see Classic Controls)

PAUSE MENU

You can pause the game at any time to access the Pause Menu, or to just take a break from the action.

- To pause the game, press **START** during gameplay, and the Pause Menu will appear.
- To return to the game from the Pause Menu, simply press **START** again.

Replay

Step in to the broadcast booth for a few moments to run the film on the last play.

- Click the **right thumbstick button** to show or hide the Help Overlay.
- Press **White** or **Black** to jump to the beginning or the end of the replay.
- Press **Y** to toggle between Play and Pause.

- Press **START** to cycle from slow-mo, to play, to fast-forward, and to stop.
- Pull the **left** or **right trigger** to rewind or fast-forward.
- Press **X** or **A** to zoom in or out.
- Use the **left thumbstick** to pan the camera.
- Move the **right thumbstick** or the **directional pad** to move the Camera Aiming Reticule.
- To return to the Pause Menu, press **B**.

Stats Menu

⇒ Shot Chart

The Shot Chart shows the made and missed shots for each team for each period.

- Pull the **left trigger** or **right trigger** to cycle through the periods.

⇒ Player Stats

- Pull the **left** or **right trigger** to switch teams.
- Press **Black** or **White** to switch between skaters and the goalie.
- Move the **left thumbstick** to highlight player rows and stat columns.
- Click the **left thumbstick button** to sort the players by the highlighted statistic. Click it a second time to reverse the listing.
- Click the **right thumbstick button** to view the highlighted player's Player Card. Press **B** to exit the Player Card.

⇒ Team Stats

This screen compares the game stats of the two teams facing one another.

⇒ Scoring Summary

- Pull the **left** or **right trigger** to switch periods.

⇒ Penalty Summary

- Pull the **left** or **right trigger** to switch periods.

Choose Sides

This screen allows you to switch teams or add another user to the game.

- Move the **left thumbstick** or **directional pad** left or right to assign your controller to a team.

Options Menu

⇒ General

Press **A** or **Y** to move forward or backward through the options.

- **Skill Level:** Amateur, Rookie (Default), Pro, All-Star, or Hall of Famer - Customize the game's difficulty.
- **Game Speed:** Use this slider to adjust the game's speed.
- **Penalties:** Use this slider to adjust how often the referees whistle players for a penalty.
- **Fighting:** Use this slider to adjust how often fights occur.
- **Puck Friction:** Use this slider to adjust how freely the puck slides around the ice. Increasing puck friction will cause the puck to slow more quickly.

- **Ice Friction:** Use this slider to adjust how much friction the ice exerts on the puck and player's skates.
- **Freeze Puck Time:** Use this slider to adjust how long a goalie has to hold on to the puck before the referee stops play and whistles it frozen.
- **Glass Breaking Frequency:** Use this slider to adjust how frequently the glass breaks when hit by an errant slap shot.
- **Pinning:** On (Default) or Off - Turn this option OFF, and players will be unable to pin one another to the wall.
- **Offsides:** On (Default) or Off - Turn this option OFF, and players will be able to cross the offensive blue line before the puck crosses it.
- **Icing:** Auto (Default), Off, NHL, or International – In NHL rules, an Icing infraction is called when a player behind the red line in his end of the rink shoots a puck past the goal line in his offensive zone when both teams are playing at equal strength (i.e. with the same number of players on the ice) and a player on the opposing team touches the puck first. The teams then face-off at the face-off circle closest to where the play occurred. In INTERNATIONAL rules, it doesn't matter who touches the puck first; icing is called automatically after the events mentioned above. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing.
- **Two-Line Pass:** Auto (Default), Off, NHL, International – In the NHL, a Two-Line Pass infraction is called when a player passes to a teammate across both the red line and a blue line. It carries the same penalty as Offsides: the two teams face-off at the location of the infraction. In INTERNATIONAL rules, there is no penalty for Two-Line Passes. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing. Turn this option OFF, and players will be permitted to make passes that cross both the red line and either blue line.

⇒ Advanced

Press **A** or **Y** to move forward or backward through the options.

- **Home Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the home team's plays. Setting this option to MANUAL allows the home team's user to control strategy (including aggression) manually.
- **Home Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the home team. SEMI-AUTO: Allows both the user and the computer to make changes to the home team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.
- **Away Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the away team's plays. Setting this option to MANUAL allows the away team's user to control strategy (including aggression) manually.
- **Away Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the away team. SEMI-AUTO: Allows both the user and the computer to make changes to the away team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.
- **Referee Collision:** None (Default), Puck Only, Players Only, or All - This option determines what objects will collide with the referees when they come in contact.

⇒ Gameplay

Customize your gameplay experience by adjusting sliders to determine players' effectiveness at various game skills. You can set each slider option for human-controlled or computer-controlled (CPU) teams. Press **A** or **Y** to increase or decrease the sliders.

- **Goalie Skill:** This slider sets the skill level of the goalie when he's not under direct user control.
- **Defense Skill:** This slider sets the skill level of the defensive players who are not under direct user control.
- **Offense Skill:** This slider sets the skill level of the offensive players who are not under direct user control.
- **Speed Burst Effect:** Sets the amount of speed that is gained by performing a speed boost.
- **Speed Burst Time:** Sets the length of time that a speed burst will last.
- **Speed Burst Recovery:** Sets the length of time necessary for a player to replenish his speed burst meter.
- **Fatigue Effect:** This slider determines how strongly fatigue affects players' performance.
- **Fatigue Time:** This slider determines how long it takes a player to become fatigued.
- **Fatigue Recovery:** This slider determines how long it takes a player to recover once he has become fatigued.
- **Hitting Power:** This slider determines the average strength of players' hits.
- **Shot Accuracy:** Sets the overall level of accuracy of players' shots.
- **Pass Accuracy:** Sets the overall level of accuracy of players' passes.
- **Pass Speed:** Sets the overall speed of players' passes.
- **Pass Interceptions:** Sets the frequency and ease of pass interceptions.
- **Rebounds:** Sets the frequency of shots that rebound off of the goalie.
- **Shot Blocking:** Sets the frequency and ease with which defenders block shots on goal.
- **Puck Retention:** Sets the overall ability of players to retain the puck regardless of defensive harassment.
- **Puck Control:** Adjusts the players' overall skill at puck control.

⇒ Controls

Press **A** or **Y** to move forward or backward through the options.

- **Current Profile:** Sets the User Profile to which these Controls will be assigned.
- **Controller:** Classic, Intermediate (Default), or Advanced - Select your desired Control Configuration.
- **Goalie Control:** Semi-Automatic (Default), Automatic, and Manual - SEMI-AUTOMATIC: User controls the goalie when the goalie has the puck. AUTOMATIC: The computer controls the goalie. MANUAL: User controls the goalie when he has the puck, and can manually switch to the goalie by pulling the **left trigger** and pressing **Black** simultaneously.
- **Pass Aim Assist:** With this slider empty, the user's passes go where they are aimed with the **left thumbstick**. The more the slider is filled, the more help the user will get with aiming passes.
- **Shot Aiming:** Auto (Default) or Manual – MANUAL: The user controls where his or her shot goes. AUTO: The computer handles aiming shots for the user.

- **Auto Puck In Air Grab:** On (Default) or Off – ON: The user-controlled player automatically grabs pucks shot up in the air. OFF: The user must press **White** (in Intermediate and Advanced Controls) or the **left trigger** (in Classic Controls) to grab the puck from the air.
- **Player Lock Type:** Semi-Manual (Default), Manual, and Full Lock - SEMI-MANUAL: You control the player with the puck. On defense, you can switch players by pressing **A**. MANUAL: Stay controlling one player until you press **A** to switch. FULL LOCK: User always controls one player, and cannot switch players at all (the Change Player button ceases to function).
- **Preferred Start Position:** C (Default), LW, RW, LD, RD, G - Choose the position that the user will start the game controlling.
- **Puck Protection:** Auto (Default) or Manual – MANUAL: When you press **B** to protect the puck, you can move the puck around with the **left thumbstick**. AUTO: When you press **B** to protect the puck, the player automatically moves the puck for you to keep it away from opponents.
- **Vibration Feature:** Off (Default) or On – When ON, the Xbox Controller will vibrate when your player is involved in a check.
- **One timer Passing:** On (Default) or Off - Turn this OFF, and one-touch passes will not occur in the game.

⇒ Controller Layout

Learn the button commands for each situation or customize them to your liking.

- Press **Black** or **White** to cycle through the command scenarios.
- Pull the **left** or **right trigger** to view the controls as modified by the **left** or **right trigger**.
- To customize the face buttons (**A**, **B**, **X**, and **Y**) controls, press **Y** to initiate Button Swap Mode. If you want to back out of the Button Swap Mode, press **BACK**.
- To select a button whose function you wish to reassign, press that button. The button's function will appear highlighted in red.
- Press the other button whose functionality you wish to swap with the first button. The buttons will swap and you will automatically exit Button Swap Mode.

⇒ Presentation

Use this screen to customize the appearance of the game.

- **Audio Presentation:** Default, TV Broadcast, In Stands, On Ice, and Off - Press **A** or **Y** to cycle through a number of game audio settings. This option automatically switches to Custom if you modify Audio Volume Sliders individually.
- **Volume Sliders:** Adjust the volume of various sounds effects, commentary, and music in the game. Press **A** or **Y** to increase or decrease the sliders.
- **Display Player Type Indicator:** No (Default) or Yes - When YES, a symbol will appear next to the player's name, showing what type of player the user has control of.
- **Puck Shadow:** On (Default) or Off – When ON, a shaded circle appears around the puck to make it easier to see.
- **Player Name Indicator:** Name and Position (Default), Name, Position, None - Select the text that appears beneath each user's player.
- **Camera:** $\frac{3}{4}$ Camera (Default), $\frac{3}{4}$ Non-Predictive Camera, Overhead Camera, Rink Camera, Side Camera, or Rink Action Camera - $\frac{3}{4}$ CAMERA: This is the default diagonal camera view of the action. It also tries to stay ahead of the action to allow you to see what's going on around you better. $\frac{3}{4}$ NON-PREDICTIVE CAMERA: This camera

is similar to the regular $\frac{3}{4}$, but is a bit more zoomed out from the action and always stays centered on the puck. **OVERHEAD CAMERA:** This is a top-down view from directly above the puck. **RINK CAMERA:** This is a close-up view of the action from a $\frac{3}{4}$ angle. **SIDE CAMERA:** This is a side angle camera, similar to TV broadcast. **RINK ACTION CAMERA:** This camera angle brings you the very closest to the players and the ice.

- **Challenge Mode Notification:** On (Default) or Off – When ON, an overlay will appear to notify you when you've accomplished one of the game's Challenges.

- **Action Replays:** On (Default) or Off – When ON, Action Replays will frequently play after goals and other big plays.

- **Cut Scenes:** On (Default) or Off – When ON, cut scenes will frequently play to show players and coaches reacting to the game.

Pull Goalie / Replace Goalie

If you have the puck late in the game, and you're losing, it may make sense for you to pull your goalie and replace him with a skater to increase your chances of scoring. Just keep in mind that, if the other team gets the puck, your goal will be vulnerable.

Team Strategy Menu

⇒ Strategies

This screen is the same as the Strategy Screen (see page 2).

⇒ Edit Lines

Use this screen to control which of your players play in which lines.

- Press **Black** or **White** to cycle through the following categories: Offense, Defense / Goalies, Power Play, Penalty Kill, and Other.

- Use **Y** to switch between the lines.

- Use the **left thumbstick** or the **directional pad** to highlight a player you'd like to replace.

- Press **A** to select the player.

- Use the **left thumbstick** or the **directional pad** to highlight a new player from your bench.

- Press **A** to swap him with the other player.

! Note: This year, for the first time, you can put a player in more than one line if necessary. Simply add him to a second list as you would any other player. To help you spot when a player is in another line, if you highlight a player's name in the replacement roster and he is already listed in another line, his name will appear in blue on the other line.

- Press **START** to and select YES accept your changes.

- Press **B** and select YES to exit without keeping your changes.

⇒ Matchups

This screen is the same as the Line Match Up Screen (see page 3).

⇒ Call Timeout

Call timeout if you want to give your players a quick rest. You can only call a timeout during a break in play (for example, before a face-off).

Challenge Mode

This screen shows what user challenges you've accomplished.

- Pull the **left trigger** or the **right trigger** to cycle through the following lists: Level One, Level Two, Level Three, and Skills.
- Move the **left thumbstick** or **directional pad** up or down to view the various challenges. Completed challenges appear with a red check mark.

Note: The Skills Challenges are accessed in Game Modes – Skills – Challenge Mode.

Exit Menu

⇒ **Cancel**

Select Cancel to return to the Pause Menu.

⇒ **Quit**

Select Quit to exit the game.

⇒ **Rematch**

Select Rematch to restart the game.

GAME MODES

The Game Modes Menu contains the following modes.

EXHIBITION

Exhibition Mode is essentially the same as Quick Game Mode except that All-Star teams, international teams, and unlocked historical teams can be selected in the Team Select Screen.

SEASON

Guide your team to victory over the course of the regular season and the playoffs.

Season Setup

Set up your Season options here.

- **Skill Level:** Amateur, Rookie (Default), Pro, All-Star, or Hall of Famer - Customize the game's difficulty.
- **Starting Rosters:** Default, Fantasy Draft, or Current – DEFAULT: Teams will play with their default rosters. FANTASY DRAFT: A Fantasy Draft will be held to determine each team's roster. CURRENT: Uses your modified rosters.
- **Season Length:** 82 (Default) or 40 - Set the number of games in a season.
- **Series Length:** 7 (Default), 5, 3, or 1 - Set the number of games in a playoff series.
- **All-Star Rosters:** East/West (Default) or N. Amer/World - EAST / WEST: The All-Star Game pits players from NHL teams in the East versus players from NHL teams in the West. N. AMER / WORLD: Pits players from Canada and the U.S. versus players from the rest of the world.
- **Overtime Loss Points:** 1 (Default) or 0 - In Hockey, team's standings are not directly determined by wins and losses, but by a point total. If a team wins a game, the team

gains two points towards their point total. The team that loses gets zero points. If two teams tie a game, each team gets one point. However, if a game is won in overtime, the winning team gets two points, and the losing team gets one point. The Overtime Loss Points option allows you to change the rules so that a team that loses in overtime gets zero points. To do so, simply toggle the setting from 1 to 0.

- **CPU Trading:** On (Default) or Off - Leave this ON if you don't mind computer-controlled teams making trades.
- **Trade Deadline:** On (Default) or Off - Leave this option ON, and trades will not be allowed after the trade deadline (around the second Monday or Tuesday of March).
- **Overtime Type:** Single 5 min, 4 on 4 (Default); Continuous 20 min, 5 on 5; Single 10 min, 5 on 5, SO; Single 5 min, 5 on 5; Continuous 5 min, 4 on 4; Shootout; None; Auto – SINGLE 5 MIN, 4 ON 4: A single, 5 minute sudden-death overtime period, with four players on each team. If the game is tied after this overtime period, the game is declared a tie. CONTINUOUS 20 MIN, 5 ON 5: Five players on each team, with unlimited 20 minute overtime periods until one team scores. SINGLE 10 MIN, 5 ON 5, SO: A single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shootout (see below). SINGLE 5 MIN, 5 ON 5: A single 5 minute overtime period, with 5 players on each team. CONTINUOUS 5 MIN, 4 ON 4: Five players on each team, with unlimited 5 minute overtime periods until one team scores. SHOOTOUT: Games tied at the end of regulation are decided by a shootout. Five players on each team take turns shooting on goal. The team with the most goals wins. NONE: No overtime, games that are tied at the end of regulation are ruled a tie. AUTO: Selects the overtime type that applies to the situation (i.e. Regular Season: Single, 5 min, 4 on 4, Postseason: Continuous, 5 min, 5 on 5).
- **Injuries:** On (Default) or Off - When ON, players may become injured and will need time to recuperate before playing again.
- **Teams to use:** 1 (Default), 2, 3, or 4 - This sets how many teams the user controls.
- **Autosave:** On or Off (Default) - Set this On to have the game automatically save your progress during Season.

Select Team

This screen is where you select the team or teams whose destiny you will mold.

- Pull the **right trigger** or the **left trigger** to cycle forward or backward through the teams.
- Move the **right thumbstick** up or down to select a user profile or to highlight Load Profile, or New Profile.
- To create a User Profile, highlight New Profile and press **START**. Enter a name on the Virtual Keyboard and press **START**.
- To load a User Profile on the Load Screen, highlight Load Profile and press **START**. (See the Load Screen instructions below).
- Press **A** to select a team. When all teams have been selected, you will automatically advance.

⇒ **Load** (After selecting Load Profile)

If you have an Xbox Memory Unit (MU) with a User Profile saved on it, and it wasn't inserted when you loaded the game, you can access the User Profile by selecting Load Profile on the Select Team Screen. Highlight the User Profile that you wish to load and press **A**. You will return to the Team Select Screen and the User Profile will now be available to you.

Draft Order (After setting Starting Rosters to Fantasy Draft)

If, on the Season Setup Screen, you set the Starting Rosters option to Fantasy Draft, you will now begin the process of drafting players to your team. The first thing you'll do is choose the order that teams will draft in.

- Move the **left thumbstick** or **directional pad** up or down to highlight a team.
- Press **White** or **Black** to move the team up or down in the draft order.
- Press **START** to advance.

Fantasy Draft

- Press **Black** or **White** to cycle forward or back through the player types (Skaters, Goalies, Left Wingers, Right Wingers, Centers, Defense, or Forwards).
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.
- To draft a player, highlight him, press **A**, highlight YES, and press **A** again.
- To toggle the highlight control from the list of available players to the list of players already drafted to your team, press **Y**.
- To allow the computer to finish the draft for you, press **START**, highlight YES, and press **A**.

SEASON MENU

The Season Menu give you access to all the menus involved in running your team(s).

- Pull the **left trigger** or **right trigger** to cycle between your teams.

Play / Schedule

This screen allows you to play or simulate the games of your season.

- Press **Black** or **White** to cycle forward or back through the months.
- Pull the **left trigger** or **right trigger** to cycle between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the league.
- Use the **left thumbstick** or the **directional pad** to highlight a day.
- To play a game and simulate all of the previous un-played games, highlight the day of the game and press **START**. The Team Select Screen will appear.
- To simulate through a game, highlight the day of the game and press **A**.

⇒ Trade Offer

During the course of the season, other teams will probably offer you a trade for one of your players. If you'd like to see their offer, highlight YES and press **A**. The Trade Offer Screen appears.

- Press **Y** to toggle the highlight between the two players.
- Click the **right thumbstick button** to view the player's Player Card.
- Press **Black** to view your team's roster (see View Roster Screen below).
- Press **START** to accept the trade.
- Press **B** to decline the trade.

! Note: After you accept a trade, you'll need to assign your new player a status, whether Dressed, Scratched, or Minors. Exit to the Season Menu, select Rosters / Lines, select

Player Status, and assign your player a new status. (For more info on the Player Status Screen, see the Rosters / Lines section).

! Note: The trade deadline is around the second Monday or Tuesday of March. If you plan to make any trades, make them before then.

⇒ Injuries

Occasional injuries are an unfortunate fact of life. When one of your players is injured, you can either allow the game to automatically adjust your lineups, or you can do it yourself. To personally edit your starting lines, return to the Season Menu, select Rosters / Lines, and select Player Status.

On the Player Status Screen:

- Highlight the injured player (his information should be listed in red), press **A** and assign him to Injured/Res. This will free up a spot on your Dressed Skaters for a replacement player.
- Next, select a player who is Scratched, Unsigned, or in the Minors, press **A** and assign him to the Dressed list.
- When you're done, press **START** to exit the screen and keep your changes. You'll now want to go to the Edit Lines Screen to fill the empty slot in one of your lines. (For more info on this screen, see the Rosters / Lines section).

⇒ Skills Competition

Challenge the other team to a sequence of tests to see whose skills are the best. The cumulative score from the six events is compiled to arrive at the overall winner.

- **1 on 1:** Each starting skater on each team gets two chances to score on the opposing goalie. The team with the most goals wins.
- **Hardest Shot:** Fire the puck into an empty net as hard as you can. Each starting player gets two shots. The Hardest Shot Challenge has it's own special controls: Move up on the **left thumbstick** to move towards the puck. As your player reaches the puck, quickly move down on the **right thumbstick** to wind up your stick and move up on the **right thumbstick** to slap the puck towards the goal.
- **Breakaway Relay:** Just like 1 on 1, except that after shooting, each player has to skate back to the red line to let the next player go.
- **Accuracy:** 4 targets, 9 pucks, and 25 seconds per player. Break the targets as quickly as you can, using the least amount of pucks that you can.
- **Puck Control:** Navigate the cones as quickly as possible without losing control of the puck.
- **Fastest Skater:** Try to get the fastest overall time skating around the rink. Each starting skater gets a chance. The Fastest Skater Challenge has a special control scheme: Repeatedly press **B** to make your player skate faster.

When you've finished playing or simulating all of the games in the season, an overlay will appear to let you know if your team made the playoffs, and a Playoffs Option will appear on your Season Menu. Select this option to advance to the playoffs.

Playoffs

The Stanley Cup Playoffs Screen displays a playoff tree detailing the path to glory.

- Move the **left thumbstick** or **directional pad** to highlight a series.
- Press **A** to simulate one of the games in the series.
- For any of your teams, press **START** to play the game.

Rosters / Lines

⇒ View Roster

The View Roster Screen is where you edit your team's roster.

- Press **Black** or **White** to cycle forward or backward through the player positions.
- Pull the **left trigger** or **right trigger** to cycle between your teams.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Move the **right thumbstick** left or right to cycle between all of the teams in the league.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.
- Highlight a player and press **A** to bring up an Overlay Menu with the following options: Captain Status, Edit Player, Edit Player Name, or Cancel. Highlight any option and press **A** to select it.
- Press **START** to accept your changes.
- Press **B** to exit and lose any changes.

Changing Captain Status:

- Select Captain to make the player a team captain; select Assistant to make the player an assistant captain; select None to make the player a non-captain, or select Cancel to exit the Overlay Menu.

Editing a Player:

If you select this option, you will be taken to the Player Edit Screen.

⇒⇒ Player Edit

- Pull the **right trigger** or the **left trigger** to cycle forward or backward through the Edit Player sub-screens (Attributes, Appearance, Accessories, and Abilities).
- Move the **right thumbstick** left or right to rotate the player model.
- Press **A** or **Y** to cycle forward or backward through the options and to increase or decrease the sliders.
- To edit the player's name, highlight NAME and press **A**. The Enter Player Name Screen appears (see below).
- To exit and keep your changes, press **START**.
- To exit and lose your changes, press **B** and select YES to confirm.

! Note: If you've unlocked either of the two unlockable goalie masks, you can use the Player Edit – Accessories Screen to attire a goalie in the mask.

Editing a Player's Name:

If you select this option, the Enter Player Name Screen appears.

⇒ Enter Player Name

- Press **Y** to toggle between the name list and the alphabet.
- Pull the **left trigger** to capitalize and un-capitalize the letters of the alphabet.
- Pull the **right trigger** to switch between the player's first name and last name.
- Press **A** to select a name or a letter.
- To delete a letter, highlight the backspace icon on the bottom right of the alphabet window, and press **A**.
- When you're satisfied with the player's new name, press **B** or **START** to return to the View Roster Screen or the Player Edit Screen.

⇒ Edit Lines

- Pull the **left trigger** or **right trigger** to switch between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the league.
- Press **Black** or **White** to cycle through the following categories: Offense, Defense / Goalies, Power Play, Penalty Kill, and Other.
- Use **Y** to switch between the lines.
- Use the **left thumbstick** or the **directional pad** to highlight a player you'd like to replace.
- Press **A** to select the player.
- Use the **left thumbstick** or the **directional pad** to highlight a new player from your bench.
- Press **A** to swap him with the other player.

! Note: This year, for the first time, you can put a player in more than one line if necessary. Simply add him to a second list as you would any other player. To help you spot when a player is in another line, if you highlight a player's name in the replacement roster and he is already listed in another line, his name will appear in blue on the other line.

- Press **START** and select YES to accept your changes.
- Press **B** and select YES to exit without keeping your changes.

⇒ Player Status

- Pull the **left trigger** or **right trigger** to switch between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the league.
- Press **Black** or **White** to cycle forward or backward through the player positions.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.
- Highlight a player and press **A** to bring up an Overlay Menu with some of the following options: Dressed, Scratched, Cut, Minors, Signed or Cancel. Highlight any option and press **A** to select it.

Definitions:

- **Dressed:** These 20 players (18 skaters and 2 goalies) can play in the games.
- **Scratched:** These 3 players act as reserves and must be switched with a dressed player prior to a game in order to play.
- **Cut:** These players are released to free agency and their salaries come off the books.
- **Minors:** These players (up to 23) play for the club's minor league team and must be switched with a dressed player prior to a game in order to play.
- **Unsigned:** Wait too long and unsigned players will be released to free agency.

⇒ Injury Report

- Pull the **left trigger** or **right trigger** to switch between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the league.

⇒ Trade Players

This screen allows you to offer trades between your team and other teams in the NHL. The player list on the left half of the screen lists players on your team(s). The player list to the right lists players on other teams that you may wish to trade for.

- Press **Y** to toggle your control between the your player list and the other team's player list.
- Pull the **left trigger** or **right trigger** to switch teams.
- Press **Black** or **White** to cycle forward or backward through the player categories (Skaters, Goalies, Left Wingers, Right Wingers, Centers, Defense, and Forwards).
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.
- Press **A** to place a checkmark next to a player's name.
- Once you have placed a check next to a player on each team, press **START** and select YES to offer the trade. If the trade is accepted, select YES to complete the trade.

⇒ Free Agents

- Pull the **left trigger** or **right trigger** to switch teams.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.
- Press **A** to create an offer to a player.
- Move left or right on the **left thumbstick** or the **directional pad** to highlight the Points per Year Column, or the Years Column.
- Move up or down on the **left thumbstick** or the **directional pad** to increase or decrease the Salary Points or Years of the contract.
- Press **A** and select YES to issue the offer to the player.

! Note: If the player declines your offer, and you wish to make the player another offer, you'll need to advance a week in the Play / Schedule Screen.

Standings / Stats

The Standings / Stats Menu gives you access to the following statistical screens.

- Pull the **left trigger** or **right trigger** to switch between your teams.

⇒ **Team Standings** (Season) / **Season Standing** (Playoffs)

- Pull the **left trigger** or **right trigger** to cycle the conference and division (Eastern Conference, Western Conference, Atlantic Division, Northeast Division, Southeast Division, Pacific Division, Northwest Division, or Central Division).

⇒ **Team Stats** (Season and Playoffs)

- During the playoffs, pull the **left trigger** or **right trigger** to toggle between Season Stats and Playoff Stats.
- Move the **left thumbstick** or **directional pad** to highlight team rows and category columns.
- Click the **left thumbstick button** to sort teams by the highlighted row.

⇒ **Player Leaders** (Season and Playoffs)

- During the playoffs, press **Black** or **White** to toggle between Season Stats and Playoff Stats.
- Pull the **left trigger** or **right trigger** to cycle the statistical category (Points, Goals, Assists, or Plus/Minus).
- Move the **left thumbstick** or **directional pad** up or down to highlight a player.
- Click the **right thumbstick button** to view a player's Player Card.

⇒ **Player Stats** (Season and Playoffs)

- During the playoffs, press **Black** or **White** to toggle between Season Stats and Playoff Stats.
- Pull the **left trigger** or **right trigger** to switch between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the league.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.

⇒ **Goalie Leaders** (Season and Playoffs)

- During the playoffs, press **Black** or **White** to toggle between Season Stats and Playoff Stats.
- Pull the **left trigger** or **right trigger** to cycle the statistical category (Shutouts, Goals Against Average, Save Percentage, or Wins).
- Move the **left thumbstick** or **directional pad** up or down to highlight a player.
- Click the **right thumbstick button** to view a player's Player Card.

⇒ **Goalie Stats** (Season and Playoffs)

- During the playoffs, press **Black** or **White** to toggle between Season Stats and Playoff Stats.
- Pull the **left trigger** or **right trigger** to switch between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the league.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.

Awards

This Screen lists the award winners for the season.

- Move the **left thumbstick** or **directional pad** up or down to highlight an award.
- Press **A** to select the award and access the Trophy Screen.

Trophy Screen

- Pull the **left trigger** or **right trigger** to view the various trophies.

Save / Load

⇒ Load

- Pull the **left trigger** or **right trigger** to switch between the Xbox Hard Disk and the Xbox Memory Unit.
- Move the **left thumbstick** or **directional pad** up or down to highlight your desired Save.
- Press **A** to load the saved game.

⇒ Save Season

Use Save Season to save your team's progress.

- Pull the **left trigger** or **right trigger** to switch between the Xbox Hard Disk and the Xbox Memory Unit.
- Move the **left thumbstick** or **directional pad** up or down to highlight "Create New Save" or to highlight an existing save to overwrite.
- Press **A** to select the save slot.
- Use the Virtual Keyboard to enter a name for the Save.

⇒ Save Profile

Use the Save User Profile Screen to save your user record information as well as the Unlockables you may have earned. This screen functions in the same fashion as the Save Season Screen found above.

⇒ Manage Profiles

The Switch Profile Screen enables you to create a Profile, load a Profile, remove a Profile, and rename a Profile.

- Pull the **right trigger** or the **left trigger** to switch between SELECT PROFILE, REMOVE PROFILE, and RENAME PROFILE.

⇒⇒ Select Profile

To select a Profile:

- Highlight a Profile and press **A** to switch to it.

To create a Profile:

- Highlight CREATE A PROFILE and press **A** to access the Virtual Keyboard.
- Select a name for your User Profile and press **START** to create it.

To load a Profile:

- Highlight LOAD A PROFILE and press **A** to access the Load Screen.

- Pull the **right trigger** or the **left trigger** to switch between the hard disk and the memory unit.
- Highlight a Profile and press **A** to switch to it.

⇒⇒ Remove Profile

- Highlight a Profile and press **A**.
- Highlight YES and press **A** to remove the Profile.

⇒⇒ Rename Profile

- Highlight a Profile and press **A** to access the Virtual Keyboard.
- Enter a new name for the User Profile and press **START** to confirm it.

⇒ Delete

- Pull the **left trigger** or **right trigger** to switch between the Xbox Hard Disk and the Xbox Memory Unit.
- Move the **left thumbstick** or **directional pad** up or down to highlight an existing save file.
- Press **A** to delete the highlighted file.

Options

⇒ General

Press **A** or **Y** to cycle forward or backward through the options.

- **Skill Level:** Amateur, Rookie (Default), Pro, All-Star, or Hall of Famer - Customize the game's difficulty.
- **Game Speed:** Use this slider to adjust the game's speed.
- **Period Length:** 1 to 20 minutes (5 is Default) - Adjust the period duration.
- **Penalties:** Use this slider to adjust how often the referees whistle players for a penalty.
- **Fighting:** Use this slider to adjust how often fights occur.
- **Puck Friction:** Use this slider to adjust how freely the puck slides around the ice. Increasing puck friction will cause the puck to slow more quickly.
- **Ice Friction:** Use this slider to adjust how much friction the ice exerts on the puck and player's skates.
- **Freeze Puck Time:** Use this slider to adjust how long a goalie has to hold on to the puck before the referee stops play and whistles it frozen.
- **Glass Breaking Frequency:** Use this slider to adjust how frequently the glass breaks when hit by an errant slap shot.
- **Pinning:** On (Default) or Off - Turn this option OFF, and players will be unable to pin one another to the wall.
- **Offsides:** On (Default) or Off - Turn this option OFF, and players will be able to cross the offensive blue line before the puck crosses it.
- **Icing:** Auto (Default), Off, NHL, or International – In NHL rules, an Icing infraction is called when a player behind the red line in his end of the rink shoots a puck past the goal line in his offensive zone when both teams are playing at equal strength (i.e. with the same number of players on the ice) and a player on the opposing team touches the puck first. The teams then face off at the face-off circle closest to where the play occurred. In INTERNATIONAL rules, it doesn't matter who touches the puck first; icing is called automatically after the events mentioned above. Set this option to AUTO, and

the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing.

• **Two-Line Pass:** Auto (Default), Off, NHL, International – In the NHL, a Two-Line Pass infraction is called when a player passes to a teammate across both the red line and a blue line. It carries the same penalty as Offsides: the two teams face off at the location of the infraction. In INTERNATIONAL rules, there is no penalty for Two-Line Passes. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing. Turn this option OFF, and players will be permitted to make passes that cross both the red line and either blue line.

⇒ **Advanced**

Press **A** or **Y** to move forward or backward through the options.

• **Home Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the home team's plays. Setting this option to MANUAL allows the home team's user to control strategy (including aggression) manually.

• **Home Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the home team. SEMI-AUTO: Allows both the user and the computer to make changes to the home team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.

• **Away Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the away team's plays. Setting this option to MANUAL allows the away team's user to control strategy (including aggression) manually.

• **Away Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the away team. SEMI-AUTO: Allows both the user and the computer to make changes to the away team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.

• **Referee Collision:** None (Default), Puck Only, Players Only, or All - This option determines what objects will collide with the referees when they come in contact.

• **Overtime Type:** Single 5 min, 4 on 4 (Default); Continuous 20 min, 5 on 5; Single 10 min, 5 on 5, SO; Single 5 min, 5 on 5; Continuous 5 min, 4 on 4; Shootout; None; Auto – SINGLE 5 MIN, 4 ON 4: A single, 5 minute sudden-death overtime period, with four players on each team. If the game is tied after this overtime period, the game is declared a tie. CONTINUOUS 20 MIN, 5 ON 5: Five players on each team, with unlimited 20 minute overtime periods until one team scores. SINGLE 10 MIN, 5 ON 5, SO: A single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shootout (see below). SINGLE 5 MIN, 5 ON 5: A single 5 minute overtime period, with 5 players on each team. CONTINUOUS 5 MIN, 4 ON 4: Five players on each team, with unlimited 5 minute overtime periods until one team scores. SHOOTOUT: Games tied at the end of regulation are decided by a shootout. Five players on each team take turns shooting on goal. The team with the most goals wins. NONE: No overtime, games that are tied at the end of regulation are ruled a tie. AUTO: Selects the overtime type that applies to the situation (i.e. Regular Season: Single, 5 min, 4 on 4, Postseason: Continuous, 5 min, 5 on 5).

- **Game Clock:** Accelerated (Default) or Real Time – ACCELERATED: At the beginning of each period, the game clock will start at 20 minutes and may count down at an accelerated pace depending on the Period Length (e.g. clock ticks twice as fast if the Period Length is set to 10 minutes). REAL TIME – At the beginning of each period, the game clock will start at the number of minutes selected on the Period Length option (see General Options). Keep in mind that, in Real Time, if you set the Period Length to less than 20 minutes, then any penalties that remove a player from the ice for a given amount of time (2 minutes or 5 minutes) will remove a the player for an abnormally large proportion of the game.
- **Clock Type:** Auto (Default), NHL, International – AUTO: NHL Arenas use NHL Clock and International Arenas use International Clock, NHL: Clock counts down to 0:00, INTERNATIONAL: Clock counts up from 0:00.

⇒ Gameplay

Customize your gameplay experience by adjusting sliders to determine players' effectiveness at various game skills. You can set each slider option for human-controlled or computer-controlled (CPU) teams. Press **A** or **Y** to increase or decrease the sliders.

- **Goalie Skill:** This slider sets the skill level of the goalie when he's not under direct user control.
- **Defense Skill:** This slider sets the skill level of the defensive players who are not under direct user control.
- **Offense Skill:** This slider sets the skill level of the offensive players who are not under direct user control.
- **Speed Burst Effect:** Sets the amount of speed that is gained by performing a speed boost.
- **Speed Burst Time:** Sets the length of time that a speed burst will last.
- **Speed Burst Recovery:** Sets the length of time necessary for a player to replenish his speed burst meter.
- **Fatigue Effect:** This slider determines how strongly fatigue affects players' performance.
- **Fatigue Time:** This slider determines how long it takes a player to become fatigued.
- **Fatigue Recovery:** This slider determines how long it takes a player to recover once he has become fatigued.
- **Hitting Power:** This slider determines the average strength of players' hits.
- **Shot Accuracy:** Sets the overall level of accuracy of players' shots.
- **Pass Accuracy:** Sets the overall level of accuracy of players' passes.
- **Pass Speed:** Sets the overall speed of players' passes.
- **Pass Interceptions:** Sets the frequency and ease of pass interceptions.
- **Rebounds:** Sets the frequency of shots that rebound off of the goalie.
- **Shot Blocking:** Sets the frequency and ease with which defenders block shots on goal.
- **Puck Retention:** Sets the overall ability of players to retain the puck regardless of defensive harassment.
- **Puck Control:** Adjusts the players' overall skill at puck control.

⇒ Controls

Press **A** or **Y** to move forward or backward through the options.

- **Current Profile:** Sets the User Profile to which these Controls will be assigned.

- **Controller:** Classic, Intermediate (Default), or Advanced - Select your desired Control Configuration.
- **Goalie Control:** Semi-Automatic (Default), Automatic, and Manual - SEMI-AUTOMATIC: User controls the goalie when the goalie has the puck. AUTOMATIC: The computer controls the goalie. MANUAL: User controls the goalie when he has the puck, and can manually switch to the goalie by pulling the **left trigger** and pressing **Black** simultaneously.
- **Pass Aim Assist:** With this slider empty, the user's passes go where they are aimed with the **left thumbstick**. The more the slider is filled, the more help the user will get with aiming passes.
- **Shot Aiming:** Auto (Default) or Manual – MANUAL: The user controls where his or her shot goes. AUTO: The computer handles aiming shots for the user.
- **Auto Puck In Air Grab:** On (Default) or Off – ON: The user-controlled player automatically grabs pucks shot up in the air. OFF: The user must press **White** (in Intermediate and Advanced Controls) or the **left trigger** (in Classic Controls) to grab the puck from the air.
- **Player Lock Type:** Semi-Manual (Default), Manual, and Full Lock - SEMI-MANUAL: You control the player with the puck. On defense, you can switch players by pressing **A**. MANUAL: Stay controlling one player until you press **A** to switch. FULL LOCK: User always controls one player, and cannot switch players at all (the Change Player button ceases to function).
- **Preferred Start Position:** C (Default), LW, RW, LD, RD, G - Choose the position that the user will start the game controlling.
- **Puck Protection:** Auto (Default) or Manual – MANUAL: When you press **B** to protect the puck, you can move the puck around with the **left thumbstick**. AUTO: When you press **B** to protect the puck, the player automatically moves the puck for you to keep it away from opponents.
- **Vibration Feature:** Off (Default) or On – When ON, the Xbox Controller will vibrate when your player is involved in a check.
- **One timer Passing:** On (Default) or Off - Turn this OFF, and one-touch passes will not occur in the game.

⇒ **Controller Layout**

Learn the button commands for each situation or customize them to your liking.

- Press **Black** or **White** to cycle through the command scenarios.
- Pull the **left** or **right trigger** to view the controls as modified by the **left** or **right trigger**.
- To customize the face button (**A**, **B**, **X**, and **Y**) controls, press **Y** to initiate Button Swap Mode. If you want to back out of the Button Swap Mode, press **BACK** repeatedly.
- To select a button whose function you wish to reassign, press that button. The button's function will appear highlighted in red.
- Press the other button whose functionality you wish to swap with the first button. The buttons will swap and you will automatically exit Button Swap Mode.

⇒ **Presentation**

Use this screen to customize the appearance of the game.

- **Audio Presentation:** Default, TV Broadcast, In Stands, and On Ice - Press **A** or **Y** to cycle through a number of game audio settings. This option automatically switches to Custom if you modify Audio Volume Sliders individually.

- **Volume Sliders:** Adjust the volume of various sounds effects, commentary, and music in the game. Press **A** or **Y** to increase or decrease the sliders.
- **Display Player Type Indicator:** No (Default) or Yes - When YES, a symbol will appear next to the player's name, showing what type of player the user has control of.
- **Puck Shadow:** On (Default) or Off – When ON, a shaded circle appears around the puck to make it easier to see.
- **Player Name Indicator:** Name and Position (Default), Name, Position, None - Select the text that appears beneath each user's player.
- **Camera:** $\frac{3}{4}$ Camera (Default), $\frac{3}{4}$ Non-Predictive Camera, Overhead Camera, Rink Camera, Side Camera, or Rink Action Camera - $\frac{3}{4}$ CAMERA: This is the default diagonal camera view of the action. It also tries to stay ahead of the action to allow you to see what's going on around you better. $\frac{3}{4}$ NON-PREDICTIVE CAMERA: This camera is similar to the regular $\frac{3}{4}$, but is a bit more zoomed out from the action and always stays centered on the puck. OVERHEAD CAMERA: This is a top-down view from directly above the puck. RINK CAMERA: This is a close-up view of the action from a $\frac{3}{4}$ angle. SIDE CAMERA: This is a side angle camera, similar to TV broadcast. RINK ACTION CAMERA: This camera angle brings you the very closest to the players and the ice.
- **Challenge Mode Notification:** On (Default) or Off – When ON, an overlay will appear to notify you when you've accomplished one of the game's Challenges.
- **Action Replays:** On (Default) or Off – When ON, Action Replays will frequently play after goals and other big plays.
- **Cut Scenes:** On (Default) or Off – When ON, cut scenes will frequently play to show players and coaches reacting to the game.

⇒ **Preview Movie**

View a movie with footage from all of the ESPN Videogames titles.

⇒ **Credits**

Roll the credits for the game.

The Skybox

Unlock in-game features and customize your skybox with items that are earned by completing challenges and achieving other in-game milestones.

Moving around the Skybox:

- Move the **left thumbstick** or **directional pad** left or right to look around at the areas of the Skybox (Game Room, Player Stats, Trophy Room, Challenge Mode and Stanley Cup).
- Move up on the **left thumbstick** or **directional pad** or press **A** to access the highlighted area.
- If more than one item is selectable in the area, move the **left thumbstick** or **directional pad** to highlight your desired item.
- Press **A** to access the item.

! Note: Certain areas of the Skybox are inaccessible until you have created a User Profile. To quickly create a User Profile without exiting the Skybox, simply press **Black** to access the Save Screen or press **White** to access the Switch Profile Screen.

⇒ **Save** (Accessed by pressing **Black**)

The Save Screen enables you to create a User Profile or save your existing User Profile to the Xbox Hard Disk or an Xbox Memory Unit (MU).

To save a profile:

- Pull the **right trigger** or the **left trigger** to switch between the hard disk and the memory unit.
- Highlight CREATE NEW SAVE and press **A** to access the Virtual Keyboard. Enter a name for the User Profile and press **START** to confirm it.

To save your existing User Profile:

- Highlight the name of the User Profile that's in use and press **A** to overwrite it with your updated User Profile information.

⇒ **Switch Profile** (Accessed by pressing **White**)

The Switch Profile Screen enables you to create a Profile, load a Profile, remove a Profile, and rename a Profile.

- Pull the **right trigger** or the **left trigger** to switch between SELECT PROFILE, REMOVE PROFILE, and RENAME PROFILE.

⇒⇒ **Select Profile**

To select a Profile:

- Highlight a Profile and press **A** to switch to it.

To create a Profile:

- Highlight CREATE A PROFILE and press **A** to access the Virtual Keyboard.
- Select a name for your User Profile and press **START** to create it.

To load a Profile:

- Highlight LOAD A PROFILE and press **A** to access the Load Screen.
- Pull the **right trigger** or the **left trigger** to switch between the hard disk and the memory unit.
- Highlight a Profile and press **A** to switch to it.

⇒⇒ **Remove Profile**

- Highlight a Profile and press **A**.
- Highlight YES and press **A** to remove the Profile.

⇒⇒ **Rename Profile**

- Highlight a Profile and press **A** to access the Virtual Keyboard.
- Enter a new name for the User Profile and press **START** to confirm it.

⇒ **Game Room**

⇒⇒ **Air Hockey**

Perfect your hand-eye coordination with this classic parlor game. The first to seven points wins.

- Use the **left thumbstick** to move your paddle.
- Pull the **right trigger** to center your paddle in front of your own goal.

⇒⇒ Soundtracks

- Pull the **left trigger** or **right trigger** to switch the record.
- Move the **left thumbstick** or **directional pad** up or down to highlight a track.
- Press **A** to play a track.

⇒⇒ All-Time Records

This screen lists the all-time NHL records. Set a record and your player's name will be listed amongst some of the best players to ever lace up a pair of skates.

- Pull the **left trigger** or **right trigger** to toggle between the following categories (Player – Game, Team – Game, Player – Season, Team – Season, Player – Career)
- Move the **left thumbstick** or **directional pad** down when necessary to scroll to off-screen text.

⇒ Player Stats

This screen shows all of your gameplay stats, including wins and losses, goals, assists, saves, and more.

- Move the **left thumbstick** or **directional pad** down to scroll to off-screen text.

⇒ Trophy Room

⇒⇒ Trophy List

This book lists all of the trophies that your players have won throughout the years.

⇒⇒ Trophy Shelves

- Move the **left thumbstick** or **directional pad** to highlight a trophy.
- Press **A** to view a close-up and a description of the trophy.

⇒ Challenge Mode

⇒⇒ Challenge List

On this laptop computer, you'll find a list of User Challenges. Complete these challenges to unlock hidden teams, jersey, mini-games, and other cool stuff.

- Pull the **right trigger** or **left trigger** to cycle forward or backward through the lists of challenges (Level One, Level Two, Level Three, and Skills).
- Move the **left thumbstick** or **directional pad** down to scroll to off-screen text.

Note: The Skills Challenges are accessed in Game Modes – Skills – Challenge Mode.

⇒⇒ Unlockable Shelves

As you unlock secret stuff in the game, the collectibles representing your unlockables will light up and appear selectable.

- Move the **left thumbstick** or **directional pad** to highlight a collectible.
- Press **A** to view a close-up and a description of the collectible.

⇒ Stanley Cup

This alcove was specifically built to house the Stanley Cup. Win the NHL Championship, and you can view your historic trophy here.

Quit

Select Quit to exit the game.

PLAYOFFS

Create your own custom playoffs with the teams of your choice and have them compete for a championship.

Playoff Options

Set your Playoff options here.

- **Starting Rosters:** Default or Current – DEFAULT: Teams will play with their default rosters. CURRENT: Uses your modified rosters.
- **Series Length:** 7 (Default), 5, 3, or 1 - Set the number of games in a playoff series.
- **Overtime Type:** Single 5 min, 4 on 4; Continuous 20 min, 5 on 5 (Default); Single 10 min, 5 on 5, SO; Single 5 min, 5 on 5; Continuous 5 min, 4 on 4; Shootout; None; Auto – SINGLE 5 MIN, 4 ON 4: A single, 5 minute sudden-death overtime period, with four players on each team. If the game is tied after this overtime period, the game is declared a tie. CONTINUOUS 20 MIN, 5 ON 5: Five players on each team, with unlimited 20 minute overtime periods until one team scores. SINGLE 10 MIN, 5 ON 5, SO: A single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shootout (see below). SINGLE 5 MIN, 5 ON 5: A single 5 minute overtime period, with 5 players on each team. CONTINUOUS 5 MIN, 4 ON 4: Five players on each team, with unlimited 5 minute overtime periods until one team scores. SHOOTOUT: Games tied at the end of regulation are decided by a shootout. Five players on each team take turns shooting on goal. The team with the most goals wins. NONE: No overtime, games that are tied at the end of regulation are ruled a tie. AUTO: Selects the overtime type that applies to the situation (i.e. Regular Season: Single, 5 min, 4 on 4, Postseason: Continuous, 5 min, 5 on 5).
- **Autosave:** On or Off (Default) - Set this On to have the game automatically save your progress during the Playoffs.

Choose Teams

This screen allows you to choose the teams that will participate in the playoffs, as well as which teams will be user-controlled.

- Move the **left thumbstick** or the **directional pad** to highlight a playoff slot. (Note that the teams on the right are from the Eastern Conference and the teams on the left are from the Western Conference).
- Pull the **left trigger** or the **right trigger** to cycle through the available teams.
- Press the **A** button to toggle a team from computer to user control. User controlled teams appear highlighted in yellow.
- Press **START** to advance to the next screen.

PLAYOFF MENU

The Playoff Menu give you access to all the menus involved in running your team(s).

Play Playoffs

The Stanley Cup Playoffs Screen is where you play or simulate the Playoff games.

- Move the **left thumbstick** or **directional pad** to highlight a series matchup.
- Press **A** to simulate one game of the highlighted series matchup.

- While highlighting one of the series' with a user-controlled team, press **START** to play the next game of the series. The Team Select Screen will appear.

Rosters / Lines

⇒ View Roster

The View Roster Screen is where you edit your team's roster.

- Press **Black** or **White** to cycle forward or backward through the player positions.
- Pull the **left trigger** or **right trigger** to cycle between your teams.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Move the **right thumbstick** left or right to cycle between all of the teams in the playoffs.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.
- Highlight a player and press **A** to bring up an Overlay Menu with the following options: Captain Status, Edit Player, Edit Player Name, or Cancel. Highlight any option and press **A** to select it.
- Press **START** to accept your changes.
- Press **B** to exit and lose any changes.

Changing Captain Status:

- Select Captain to make the player a team captain; select Assistant to make the player an assistant captain; select None to make the player a non-captain, or select Cancel to exit the Overlay Menu.

Editing a Player:

If you select this option, you will be taken to the Player Edit Screen.

⇒⇒ Player Edit

- Pull the **right trigger** or the **left trigger** to cycle forward or backward through the Edit Player sub-screens (Attributes, Appearance, Accessories, and Abilities).
- Move the **right thumbstick** left or right to rotate the player model.
- Press **A** or **Y** to cycle forward or backward through the options and to increase or decrease the sliders.
- To edit the player's name, highlight NAME and press **A**. The Enter Player Name Screen appears (see below).
- To exit and keep your changes, press **START**.
- To exit and lose your changes, press **B** and select YES to confirm.

! Note: If you've unlocked either of the two unlockable goalie masks, you can use the Player Edit – Accessories Screen to attire a goalie in the mask.

Editing a Player's Name:

If you select this option, the Enter Player Name Screen appears.

⇒⇒ Enter Player Name

- Press **Y** to toggle between the name list and the alphabet.

- Pull the **left trigger** to capitalize and un-capitalize the letters of the alphabet.
- Pull the **right trigger** to switch between the player's first name and last name.
- Press **A** to select a name or a letter.
- To delete a letter, highlight the backspace icon on the bottom right of the alphabet window, and press **A**.
- When you're satisfied with the player's new name, press **B** or **START** to return to the View Roster Screen or the Player Edit Screen.

⇒ Edit Lines

- Pull the **left trigger** or **right trigger** to switch between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the playoffs.
- Press **Black** or **White** to cycle through the following categories: Offense, Defense / Goalies, Power Play, Penalty Kill, and Other.
- Use **Y** to switch between the lines.
- Use the **left thumbstick** or the **directional pad** to highlight a player you'd like to replace.
- Press **A** to select the player.
- Use the **left thumbstick** or the **directional pad** to highlight a new player from your bench.
- Press **A** to swap him with the other player.

! Note: This year, for the first time, you can put a player in more than one line if necessary. Simply add him to a second list as you would any other player. To help you spot when a player is in another line, if you highlight a player's name in the replacement roster and he is already listed in another line, his name will appear in blue on the other line.

- Press **START** and select YES to accept your changes.
- Press **B** and select YES to exit without keeping your changes.

⇒ Player Status

- Pull the **left trigger** or **right trigger** to switch between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the playoffs.
- Press **Black** or **White** to cycle forward or backward through the player positions.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.
- Highlight a player and press **A** to bring up an Overlay Menu with some of the following options: Dressed, Scratched, Cut, Minors, Signed or Cancel. Highlight any option and press **A** to select it.

Definitions:

- Dressed: These 20 players (18 skaters and 2 goalies) can play in the games.
- Scratched: These 3 players act as reserves and must be switched with a dressed player prior to a game in order to play.
- Cut: These players are released to free agency and their salaries come off the books.

- **Minors:** These players (up to 23) play for the club's minor league team and must be switched with a dressed player prior to a game in order to play.
- **Unsigned:** Wait too long and unsigned players will be released to free agency.

Stats

The Standings / Stats Menu gives you access to the following statistical screens.

⇒ Team Stats

- Move the **left thumbstick** or **directional pad** to highlight team rows and category columns.
- Click the **left thumbstick button** to sort teams by the highlighted row.

⇒ Player Leaders

- Pull the **left trigger** or **right trigger** to cycle the statistical category (Points, Goals, Assists, or Plus/Minus).
- Move the **left thumbstick** or **directional pad** up or down to highlight a player.
- Click the **right thumbstick button** to view a player's Player Card.

⇒ Player Stats

- Pull the **left trigger** or **right trigger** to switch between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the playoffs.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.

⇒ Goalie Leaders

- Pull the **left trigger** or **right trigger** to cycle the statistical category (Shutouts, Goals Against Average, Save Percentage, or Wins).
- Move the **left thumbstick** or **directional pad** up or down to highlight a player.
- Click the **right thumbstick button** to view a player's Player Card.

⇒ Goalie Stats

- Pull the **left trigger** or **right trigger** to switch between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the playoffs.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.

Save / Load

⇒ Load

- Pull the **left trigger** or **right trigger** to switch between the Xbox Hard Disk and the Xbox Memory Unit.
- Move the **left thumbstick** or **directional pad** up or down to highlight your desired Save.

- Press **A** to load the saved game.

⇒ **Save Playoffs**

Use Save Playoffs to save your team's progress.

- Pull the **left trigger** or **right trigger** to switch between the Xbox Hard Disk and the Xbox Memory Unit.
- Move the **left thumbstick** or **directional pad** up or down to highlight "Create New Save" or to highlight an existing save to overwrite.
- Press **A** to select the save slot.
- Use the Virtual Keyboard to enter a name for the Save.

⇒ **Save Profile**

Use the Save User Profile Screen to save your user record information as well as the Unlockables you may have earned. This screen functions in the same fashion as the Save Playoffs Screen found above.

⇒ **Manage Profiles**

The Switch Profile Screen enables you to create a Profile, load a Profile, remove a Profile, and rename a Profile.

- Pull the **right trigger** or the **left trigger** to switch between SELECT PROFILE, REMOVE PROFILE, and RENAME PROFILE.

⇒⇒ **Select Profile**

To select a Profile:

- Highlight a Profile and press **A** to switch to it.

To create a Profile:

- Highlight CREATE A PROFILE and press **A** to access the Virtual Keyboard.
- Select a name for your User Profile and press **START** to create it.

To load a Profile:

- Highlight LOAD A PROFILE and press **A** to access the Load Screen.
- Pull the **right trigger** or the **left trigger** to switch between the hard disk and the memory unit.
- Highlight a Profile and press **A** to switch to it.

⇒⇒ **Remove Profile**

- Highlight a Profile and press **A**.
- Highlight YES and press **A** to remove the Profile.

⇒⇒ **Rename Profile**

- Highlight a Profile and press **A** to access the Virtual Keyboard.
- Enter a new name for the User Profile and press **START** to confirm it.

⇒ **Delete**

- Pull the **left trigger** or **right trigger** to switch between the Xbox Hard Disk and the Xbox Memory Unit.

- Move the **left thumbstick** or **directional pad** up or down to highlight an existing save file.
- Press **A** to delete the highlighted file.

Options

⇒ General

Press **A** or **Y** to cycle forward or backward through the options.

- **Skill Level:** Amateur, Rookie (Default), Pro, All-Star, or Hall of Famer - Customize the game's difficulty.
- **Game Speed:** Use this slider to adjust the game's speed.
- **Period Length:** 1 to 20 minutes (5 is Default) - Adjust the period duration.
- **Penalties:** Use this slider to adjust how often the referees whistle players for a penalty.
- **Fighting:** Use this slider to adjust how often fights occur.
- **Puck Friction:** Use this slider to adjust how freely the puck slides around the ice. Increasing puck friction will cause the puck to slow more quickly.
- **Ice Friction:** Use this slider to adjust how much friction the ice exerts on the puck and player's skates.
- **Freeze Puck Time:** Use this slider to adjust how long a goalie has to hold on to the puck before the referee stops play and whistles it frozen.
- **Glass Breaking Frequency:** Use this slider to adjust how frequently the glass breaks when hit by an errant slap shot.
- **Pinning:** On (Default) or Off - Turn this option OFF, and players will be unable to pin one another to the wall.
- **Offsides:** On (Default) or Off - Turn this option OFF, and players will be able to cross the offensive blue line before the puck crosses it.
- **Icing:** Auto (Default), Off, NHL, or International – In NHL rules, an Icing infraction is called when a player behind the red line in his end of the rink shoots a puck past the goal line in his offensive zone when both teams are playing at equal strength (i.e. with the same number of players on the ice) and a player on the opposing team touches the puck first. The teams then face off at the face-off circle closest to where the play occurred. In INTERNATIONAL rules, it doesn't matter who touches the puck first; icing is called automatically after the events mentioned above. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing.
- **Two-Line Pass:** Auto (Default), Off, NHL, International – In the NHL, a Two-Line Pass infraction is called when a player passes to a teammate across both the red line and a blue line. It carries the same penalty as Offsides: the two teams face off at the location of the infraction. In INTERNATIONAL rules, there is no penalty for Two-Line Passes. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing. Turn this option OFF, and players will be permitted to make passes that cross both the red line and either blue line.

⇒ Advanced

Press **A** or **Y** to move forward or backward through the options.

- **Home Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the home team's plays. Setting this option to MANUAL allows the home team's user to control strategy (including aggression) manually.

- **Home Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the home team. SEMI-AUTO: Allows both the user and the computer to make changes to the home team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.
- **Away Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the away team's plays. Setting this option to MANUAL allows the away team's user to control strategy (including aggression) manually.
- **Away Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the away team. SEMI-AUTO: Allows both the user and the computer to make changes to the away team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.
- **Referee Collision:** None (Default), Puck Only, Players Only, or All - This option determines what objects will collide with the referees when they come in contact.
- **Overtime Type:** Single 5 min, 4 on 4; Continuous 20 min, 5 on 5 (Default); Single 10 min, 5 on 5, SO; Single 5 min, 5 on 5; Continuous 5 min, 4 on 4; Shootout; None; Auto – SINGLE 5 MIN, 4 ON 4: A single, 5 minute sudden-death overtime period, with four players on each team. If the game is tied after this overtime period, the game is declared a tie. CONTINUOUS 20 MIN, 5 ON 5: Five players on each team, with unlimited 20 minute overtime periods until one team scores. SINGLE 10 MIN, 5 ON 5, SO: A single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shootout (see below). SINGLE 5 MIN, 5 ON 5: A single 5 minute overtime period, with 5 players on each team. CONTINUOUS 5 MIN, 4 ON 4: Five players on each team, with unlimited 5 minute overtime periods until one team scores. SHOOTOUT: Games tied at the end of regulation are decided by a shootout. Five players on each team take turns shooting on goal. The team with the most goals wins. NONE: No overtime, games that are tied at the end of regulation are ruled a tie. AUTO: Selects the overtime type that applies to the situation (i.e. Regular Season: Single, 5 min, 4 on 4, Postseason: Continuous, 5 min, 5 on 5).
- **Game Clock:** Accelerated (Default) or Real Time – ACCELERATED: At the beginning of each period, the game clock will start at 20 minutes and may count down at an accelerated pace depending on the Period Length (e.g. clock ticks twice as fast if the Period Length is set to 10 minutes). REAL TIME – At the beginning of each period, the game clock will start at the number of minutes selected on the Period Length option (see General Options). Keep in mind that, in Real Time, if you set the Period Length to less than 20 minutes, then any penalties that remove a player from the ice for a given amount of time (2 minutes or 5 minutes) will remove a the player for an abnormally large proportion of the game.
- **Clock Type:** Auto (Default), NHL, International – AUTO: NHL Arenas use NHL Clock and International Arenas use International Clock, NHL: Clock counts down to 0:00, INTERNATIONAL: Clock counts up from 0:00.

⇒ Gameplay

Customize your gameplay experience by adjusting sliders to determine players' effectiveness at various game skills. You can set each slider option for human-controlled or computer-controlled (CPU) teams. Press **A** or **Y** to increase or decrease the sliders.

- **Goalie Skill:** This slider sets the skill level of the goalie when he's not under direct user control.
- **Defense Skill:** This slider sets the skill level of the defensive players who are not under direct user control.
- **Offense Skill:** This slider sets the skill level of the offensive players who are not under direct user control.
- **Speed Burst Effect:** Sets the amount of speed that is gained by performing a speed boost.
- **Speed Burst Time:** Sets the length of time that a speed burst will last.
- **Speed Burst Recovery:** Sets the length of time necessary for a player to replenish his speed burst meter.
- **Fatigue Effect:** This slider determines how strongly fatigue affects players' performance.
- **Fatigue Time:** This slider determines how long it takes a player to become fatigued.
- **Fatigue Recovery:** This slider determines how long it takes a player to recover once he has become fatigued.
- **Hitting Power:** This slider determines the average strength of players' hits.
- **Shot Accuracy:** Sets the overall level of accuracy of players' shots.
- **Pass Accuracy:** Sets the overall level of accuracy of players' passes.
- **Pass Speed:** Sets the overall speed of players' passes.
- **Pass Interceptions:** Sets the frequency and ease of pass interceptions.
- **Rebounds:** Sets the frequency of shots that rebound off of the goalie.
- **Shot Blocking:** Sets the frequency and ease with which defenders block shots on goal.
- **Puck Retention:** Sets the overall ability of players to retain the puck regardless of defensive harassment.
- **Puck Control:** Adjusts the players' overall skill at puck control.

⇒ Controls

Press **A** or **Y** to move forward or backward through the options.

- **Current Profile:** Sets the User Profile to which these Controls will be assigned.
- **Controller:** Classic, Intermediate (Default), or Advanced - Select your desired Control Configuration.
- **Goalie Control:** Semi-Automatic (Default), Automatic, and Manual - SEMI-AUTOMATIC: User controls the goalie when the goalie has the puck. AUTOMATIC: The computer controls the goalie. MANUAL: User controls the goalie when he has the puck, and can manually switch to the goalie by pulling the **left trigger** and pressing **Black** simultaneously.
- **Pass Aim Assist:** With this slider empty, the user's passes go where they are aimed with the **left thumbstick**. The more the slider is filled, the more help the user will get with aiming passes.
- **Shot Aiming:** Auto (Default) or Manual – MANUAL: The user controls where his or her shot goes. AUTO: The computer handles aiming shots for the user.
- **Auto Puck In Air Grab:** On (Default) or Off – ON: The user-controlled player automatically grabs pucks shot up in the air. OFF: The user must press **White** (in Intermediate and Advanced Controls) or the **left trigger** (in Classic Controls) to grab the puck from the air.
- **Player Lock Type:** Semi-Manual (Default), Manual, and Full Lock - SEMI-MANUAL: You control the player with the puck. On defense, you can switch players by pressing **A**.

MANUAL: Stay controlling one player until you press **A** to switch. **FULL LOCK:** User always controls one player, and cannot switch players at all (the Change Player button ceases to function).

- **Preferred Start Position:** C (Default), LW, RW, LD, RD, G - Choose the position that the user will start the game controlling.
- **Puck Protection:** Auto (Default) or Manual – **MANUAL:** When you press **B** to protect the puck, you can move the puck around with the **left thumbstick**. **AUTO:** When you press **B** to protect the puck, the player automatically moves the puck for you to keep it away from opponents.
- **Vibration Feature:** Off (Default) or On – When ON, the Xbox Controller will vibrate when your player is involved in a check.
- **One timer Passing:** On (Default) or Off - Turn this OFF, and one-touch passes will not occur in the game.

⇒ Controller Layout

Learn the button commands for each situation or customize them to your liking.

- Press **Black** or **White** to cycle through the command scenarios.
- Pull the **left** or **right trigger** to view the controls as modified by the **left** or **right trigger**.
- To customize the face button (**A**, **B**, **X**, and **Y**) controls, press **Y** to initiate Button Swap Mode. If you want to back out of the Button Swap Mode, press **BACK** repeatedly.
- To select a button whose function you wish to reassign, press that button. The button's function will appear highlighted in red.
- Press the other button whose functionality you wish to swap with the first button. The buttons will swap and you will automatically exit Button Swap Mode.

⇒ Presentation

Use this screen to customize the appearance of the game.

- **Audio Presentation:** Default, TV Broadcast, In Stands, and On Ice - Press **A** or **Y** to cycle through a number of game audio settings. This option automatically switches to Custom if you modify Audio Volume Sliders individually.
- **Volume Sliders:** Adjust the volume of various sounds effects, commentary, and music in the game. Press **A** or **Y** to increase or decrease the sliders.
- **Display Player Type Indicator:** No (Default) or Yes - When YES, a symbol will appear next to the player's name, showing what type of player the user has control of.
- **Puck Shadow:** On (Default) or Off – When ON, a shaded circle appears around the puck to make it easier to see.
- **Player Name Indicator:** Name and Position (Default), Name, Position, None - Select the text that appears beneath each user's player.
- **Camera:** $\frac{3}{4}$ Camera (Default), $\frac{3}{4}$ Non-Predictive Camera, Overhead Camera, Rink Camera, Side Camera, or Rink Action Camera - $\frac{3}{4}$ CAMERA: This is the default diagonal camera view of the action. It also tries to stay ahead of the action to allow you to see what's going on around you better. $\frac{3}{4}$ NON-PREDICTIVE CAMERA: This camera is similar to the regular $\frac{3}{4}$, but is a bit more zoomed out from the action and always stays centered on the puck. OVERHEAD CAMERA: This is a top-down view from directly above the puck. RINK CAMERA: This is a close-up view of the action from a $\frac{3}{4}$ angle. SIDE CAMERA: This is a side angle camera, similar to TV broadcast. RINK ACTION CAMERA: This camera angle brings you the very closest to the players and the ice.
- **Challenge Mode Notification:** On (Default) or Off – When ON, an overlay will appear to notify you when you've accomplished one of the game's Challenges.

- **Action Replays:** On (Default) or Off – When ON, Action Replays will frequently play after goals and other big plays.
- **Cut Scenes:** On (Default) or Off – When ON, cut scenes will frequently play to show players and coaches reacting to the game.

⇒ **Preview Movie**

View a movie with footage from all of the ESPN Videogames titles.

⇒ **Credits**

Roll the credits for the game.

Quit

Select Quit to exit the game.

FRANCHISE

Lead your team to victory year after year and decade after decade.

Franchise Setup

Set up your Franchise options here.

- **Starting Rosters:** Default, Fantasy Draft, or Current – DEFAULT: Teams will play with their default rosters. FANTASY DRAFT: A Fantasy Draft will be held to determine each team's roster. CURRENT: Uses your modified rosters.
- **Season Length:** 82 (Default) or 40 - Set the number of games in a season.
- **Series Length:** 7 (Default), 5, 3, or 1 - Set the number of games in a playoff series.
- **All-Star Rosters:** East/West (Default) or N. Amer/World - EAST / WEST: The All-Star Game pits players from NHL teams in the East versus players from NHL teams in the West. N. AMER / WORLD: Pits players from Canada and the U.S. versus players from the rest of the world.
- **Overtime Loss Points:** 1 (Default) or 0 - In Hockey, team's standings are not directly determined by wins and losses, but by a point total. If a team wins a game, the team gains two points towards their point total. The team that loses gets zero points. If two teams tie a game, each team gets one point. However, if a game is won in overtime, the winning team gets two points, and the losing team gets one point. The Overtime Loss Points option allows you to change the rules so that a team that loses in overtime gets zero points. To do so, simply toggle the setting from 1 to 0.
- **CPU Trading:** On (Default) or Off - Leave this ON if you don't mind computer-controlled teams making trades.
- **Trade Deadline:** On (Default) or Off - Leave this option ON, and trades will not be allowed after the trade deadline (around the second Monday or Tuesday of March).
- **Overtime Type:** Single 5 min, 4 on 4 (Default); Continuous 20 min, 5 on 5; Single 10 min, 5 on 5, SO; Single 5 min, 5 on 5; Continuous 5 min, 4 on 4; Shootout; None; Auto – SINGLE 5 MIN, 4 ON 4: A single, 5 minute sudden-death overtime period, with four players on each team. If the game is tied after this overtime period, the game is declared a tie. CONTINUOUS 20 MIN, 5 ON 5: Five players on each team, with unlimited 20 minute overtime periods until one team scores. SINGLE 10 MIN, 5 ON 5, SO: A single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shootout (see below). SINGLE 5 MIN, 5 ON 5: A single 5 minute overtime period, with 5 players

on each team. CONTINUOUS 5 MIN, 4 ON 4: Five players on each team, with unlimited 5 minute overtime periods until one team scores. SHOOTOUT: Games tied at the end of regulation are decided by a shootout. Five players on each team take turns shooting on goal. The team with the most goals wins. NONE: No overtime, games that are tied at the end of regulation are ruled a tie. AUTO: Selects the overtime type that applies to the situation (i.e. Regular Season: Single, 5 min, 4 on 4, Postseason: Continuous, 5 min, 5 on 5).

- **Injuries:** On (Default) or Off - When ON, players may become injured and will need time to recuperate before playing again.
- **Franchise Difficulty:** Increase or decrease slider to increase or decrease franchise difficulty.
- **Teams to use:** 1 (Default), 2, 3, or 4 - This sets how many teams the user controls.
- **Autosave:** On or Off (Default) - Set this On to have the game automatically save your progress during Franchise.

Select Team

This screen is where you select the team or teams whose destiny you will mold.

- Pull the **right trigger** or the **left trigger** to cycle forward or backward through the teams.
- Move the **right thumbstick** up or down to select a user profile or to highlight Load Profile, or New Profile.
- To create a User Profile, highlight New Profile and press **START**. Enter a name on the Virtual Keyboard and press **START**.
- To load a User Profile on the Load Screen, highlight Load Profile and press **START**. (See the Load Screen instructions below).
- Press **A** to select a team. When all teams have been selected, you will automatically advance.

⇒ Load (After selecting Load Profile)

If you have an Xbox Memory Unit (MU) with a User Profile saved on it, and it wasn't inserted when you loaded the game, you can access the User Profile by selecting Load Profile on the Select Team Screen. Highlight the User Profile that you wish to load and press **A**. You will return to the Team Select Screen and the User Profile will now be available to you.

Draft Order (After setting Starting Rosters to Fantasy Draft)

If, on the Franchise Setup Screen, you set the Starting Rosters option to Fantasy Draft, you will now begin the process of drafting players to your team. The first thing you'll do is choose the order that teams will draft in.

- Move the **left thumbstick** or **directional pad** up or down to highlight a team.
- Press **White** or **Black** to move the team up or down in the draft order.
- Press **START** to advance.

Fantasy Draft

- Press **Black** or **White** to cycle forward or back through the player types (Skaters, Goalies, Left Wingers, Right Wingers, Centers, Defense, or Forwards).
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.

- To draft a player, highlight him, press **A**, highlight YES, and press **A** again.
- To toggle the highlight control from the list of available players to the list of players already drafted to your team, press **Y**.
- To allow the computer to finish the draft for you, press **START**, highlight YES, and press **A**.

OFFSEASON MENU (After Fantasy Drafts)

The Offseason Menu gives you the opportunity to sign the players that you drafted in the Fantasy Draft. Select Renew Contracts from the Front Office Menu. For more info on signing players, see Renew Contracts below under Front Office.

FRANCHISE MENU

The Franchise Menu give you access to all the menus involved in running your team(s).

- Pull the **left trigger** or **right trigger** to cycle between your teams.

Play / Schedule

This screen allows you to play or simulate the games of your season.

- Press **Black** or **White** to cycle forward or back through the months.
- Pull the **left trigger** or **right trigger** to cycle between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the league.
- Use the **left thumbstick** or the **directional pad** to highlight a day.
- To play a game and simulate all of the previous un-played games, highlight the day of the game and press **START**. The Team Select Screen will appear.
- To simulate through a game, highlight the day of the game and press **A**.

⇒ Trade Offer

During the course of the season, other teams will probably offer you a trade for one of your players. If you'd like to see their offer, highlight YES and press **A**. The Trade Offer Screen appears.

- Press **Y** to toggle the highlight between the two players.
- Click the **right thumbstick button** to view the player's Player Card.
- Press **Black** to view your team's roster (see View Roster Screen below).
- Press **START** to accept the trade.
- Press **B** to decline the trade.

! Note: After you accept a trade, you'll need to assign your new player a status, whether Dressed, Scratched, or Minors. Exit to the Franchise Menu, select Front Office, select Player Status, and assign your player a new status. (For more info on the Player Status Screen, see the Front Office section).

! Note: The trade deadline is around the second Monday or Tuesday of March. If you plan to make any trades, make them before then.

⇒ Injuries

Occasional injuries are an unfortunate fact of life. When one of your players is injured, you can either allow the game to automatically adjust your lineups, or you can do it yourself. To personally edit your starting lines, return to the Franchise Menu, select Front Office, and select Player Status.

On the Player Status Screen:

- Highlight the injured player (his information should be listed in red), press **A** and assign him to Injured/Res. This will free up a spot on your Dressed Skaters for a replacement player.
- Next, select a player who is Scratched or in the Minors, press **A** and assign him to the Dressed list.
- When you're done, press **START** to exit the screen and keep your changes. You'll now want to go to the Edit Lines Screen to fill the empty slot in one of your lines. (For more info on this screen, see the Front Office section).

⇒ Skills Competition

Challenge the other team to a sequence of tests to see whose skills are the best. The cumulative score from the six events is compiled to arrive at the overall winner.

- **1 on 1:** Each starting skater on each team gets two chances to score on the opposing goalie. The team with the most goals wins.
- **Hardest Shot:** Fire the puck into an empty net as hard as you can. Each starting player gets two shots. The Hardest Shot Challenge has it's own special controls: Move up on the **left thumbstick** to move towards the puck. As your player reaches the puck, quickly move down on the **right thumbstick** to wind up your stick and move up on the **right thumbstick** to slap the puck towards the goal.
- **Breakaway Relay:** Just like 1 on 1, except that after shooting, each player has to skate back to the red line to let the next player go.
- **Accuracy:** 4 targets, 9 pucks, and 25 seconds per player. Break the targets as quickly as you can, using the least amount of pucks that you can.
- **Puck Control:** Navigate the cones as quickly as possible without losing control of the puck.
- **Fastest Skater:** Try to get the fastest overall time skating around the rink. Each starting skater gets a chance. The Fastest Skater Challenge has a special control scheme: Repeatedly press **B** to make your player skate faster.

When you've finished playing or simulating all of the games in the season, an overlay will appear to let you know if your team made the playoffs, and a Playoffs Option will appear on your Franchise Menu. Select this option to advance to the playoffs.

Playoffs

The Stanley Cup Playoffs Screen displays a playoff tree detailing the path to glory.

- Move the **left thumbstick** or **directional pad** to highlight a series.
- Press **A** to simulate one of the games in the series.
- For any of your teams, press **START** to play the game.

Whether you succeed or fall short in your quest for the Stanley Cup, at the end of the playoffs it's time to get started working to make your team better for next season. Press **B** to return to the Franchise Main Menu. Select the option "Advance To Offseason".

Advance to Offseason

Select this option on the Franchise Menu. The Awards Screen appears.

⇒ Awards

The Awards Screen appears, showing the season's award winners.

- Move the **left thumbstick** or **directional pad** up or down to highlight an award.
- Press **A** to select the award and access the Trophy Screen (see below).
- Press **START** to advance.

⇒⇒ Awards (Trophy) Screen

- Pull the **left trigger** or **right trigger** to view the various trophies.
- Press **B** to return to the Awards Screen.

⇒ Retired Players

This screen shows you the players who are retiring.

- Pull the **left trigger** or **right trigger** to cycle through your teams.
- Press **Black** or **White** to cycle through the player position lists (Skaters, Left Wingers, Right Wingers, Centers, Defense, Forwards).
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.
- Press **START** to advance to the Offseason Menu.

During the Offseason, you'll draft rookies, re-sign important players and hire any free agents that feel will improve your team. Go to the Front Office to access Renew Contracts and Free Agents (see Front Office below). When you're done, return to the Offseason Menu and select "Adv. To Week 2" and then "Adv. To Draft".

⇒ Entry Draft

- Press **Black** or **White** to cycle forward or back through the player types (Skaters, Goalies, Left Wingers, Right Wingers, Centers, Defense, or Forwards).
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- To draft a player, highlight him, press **A**, highlight YES, and press **A** again.
- To toggle the highlight control from the list of available players to the list of players already drafted to your team, press **Y**.
- To allow the computer to finish the draft for you, press **START**, highlight YES, and press **A**.

After the Draft, you have 10 weeks to sign your picks to the team before the Season starts. Good Luck!

Front Office Menu

⇒ View Roster

The View Roster Screen is where you edit your team's roster.

- Press **Black** or **White** to cycle forward or backward through the player positions.
- Pull the **left trigger** or **right trigger** to cycle between your teams.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Move the **right thumbstick** left or right to cycle between all of the teams in the league.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.
- Highlight a player and press **A** to bring up an Overlay Menu with the following options: Captain Status, Edit Player, Edit Player Name, or Cancel. Highlight any option and press **A** to select it.
- Press **START** to accept your changes.
- Press **B** to exit and lose any changes.

Changing Captain Status:

- Select Captain to make the player a team captain; select Assistant to make the player an assistant captain; select None to make the player a non-captain, or select Cancel to exit the Overlay Menu.

Editing a Player:

If you select this option, you will be taken to the Player Edit Screen.

⇒⇒ Player Edit

- Pull the **right trigger** or the **left trigger** to cycle forward or backward through the Edit Player sub-screens (Attributes, Appearance, Accessories, and Abilities).
- Move the **right thumbstick** left or right to rotate the player model.
- Press **A** or **Y** to cycle forward or backward through the options and to increase or decrease the sliders.
- To edit the player's name, highlight NAME and press **A**. The Enter Player Name Screen appears (see below).
- To exit and keep your changes, press **START**.
- To exit and lose your changes, press **B** and select YES to confirm.

! Note: If you've unlocked either of the two unlockable goalie masks, you can use the Player Edit – Accessories Screen to attire a goalie in the mask.

Editing a Player's Name:

If you select this option, the Enter Player Name Screen appears.

⇒⇒ Enter Player Name

- Press **Y** to toggle between the name list and the alphabet.
- Pull the **left trigger** to capitalize and un-capitalize the letters of the alphabet.
- Pull the **right trigger** to switch between the player's first name and last name.
- Press **A** to select a name or a letter.
- To delete a letter, highlight the backspace icon on the bottom right of the alphabet window, and press **A**.
- When you're satisfied with the player's new name, press **B** or **START** to return to the View Roster Screen or the Player Edit Screen.

⇒ Edit Lines

- Pull the **left trigger** or **right trigger** to switch between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the league.
- Press **Black** or **White** to cycle through the following categories: Offense, Defense / Goalies, Power Play, Penalty Kill, and Other.
- Use **Y** to switch between the lines.
- Use the **left thumbstick** or the **directional pad** to highlight a player you'd like to replace.
- Press **A** to select the player.
- Use the **left thumbstick** or the **directional pad** to highlight a new player from your bench.
- Press **A** to swap him with the other player.

! Note: This year, for the first time, you can put a player in more than one line if necessary. Simply add him to a second list as you would any other player. To help you spot when a player is in another line, if you highlight a player's name in the replacement roster and he is already listed in another line, his name will appear in blue on the other line.

- Press **START** and select YES to accept your changes.
- Press **B** and select YES to exit without keeping your changes.

⇒ **Player Status**

- Pull the **left trigger** or **right trigger** to switch between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the league.
- Press **Black** or **White** to cycle forward or backward through the player positions.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.
- Highlight a player and press **A** to bring up an Overlay Menu with some of the following options: Dressed, Scratched, Cut, Minors, Signed or Cancel. Highlight any option and press **A** to select it.

Definitions:

- **Dressed:** These 20 players (18 skaters and 2 goalies) can play in the games.
- **Scratched:** These 3 players act as reserves and must be switched with a dressed player prior to a game in order to play.
- **Cut:** These players are released to free agency and their salaries come off the books.
- **Minors:** These players (up to 23) play for the club's minor league team and must be switched with a dressed player prior to a game in order to play.
- **Unsigned:** Wait too long and unsigned players will be released to free agency.

⇒ **Injuries**

- Pull the **left trigger** or **right trigger** to switch between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the league.

⇒ **Current Contracts**

- Pull the **left trigger** or **right trigger** to switch teams.

- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.

⇒ **Renew Contracts**

- Pull the **left trigger** or **right trigger** to switch teams.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.
- Press **A** to create an offer to a player.
- Move left or right on the **left thumbstick** or the **directional pad** to highlight the Points per Year Column, or the Years Column.
- Move up or down on the **left thumbstick** or the **directional pad** to increase or decrease the Salary Points or Years of the contract.
- Press **A** and select YES to issue the offer to the player.

! Note: If the player declines your offer, and you wish to make the player another offer, you'll need to advance a week. During the Offseason, simply select "Adv. To Week #" ("#" representing the number of the next week) from the Offseason Menu. During the Season, manually advance a week in the Play / Schedule Screen.

⇒ **Trade Players**

This screen allows you to offer trades between your team and other teams in the NHL. The player list on the left half of the screen lists players on your team(s). The player list to the right lists players on other teams that you may wish to trade for.

- Press **Y** to toggle your control between the your player list and the other team's player list.
- Pull the **left trigger** or **right trigger** to switch teams.
- Press **Black** or **White** to cycle forward or backward through the player categories (Skaters, Goalies, Left Wingers, Right Wingers, Centers, Defense, Forwards, and Draft Picks).
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.
- Press **A** to place a checkmark next to a player's name.
- Once you have placed a check next to a player on each team, press **START** and select YES to offer the trade. If the trade is accepted, select YES to complete the trade.

⇒ **Free Agents**

This screen functions the same as the Renew Contracts Screen, seen above.

Standings / Stats (Season and Playoffs)

The Standings / Stats Menu gives you access to the following statistical screens.

- Pull the **left trigger** or **right trigger** to switch between your teams.

⇒ **Team Standings** (Season) / **Season Standing** (Playoffs)

- Pull the **left trigger** or **right trigger** to cycle the conference and division (Eastern Conference, Western Conference, Atlantic Division, Northeast Division, Southeast Division, Pacific Division, Northwest Division, or Central Division).

⇒ **Team Stats** (Season and Playoffs)

- During the playoffs, pull the **left trigger** or **right trigger** to toggle between Season Stats and Playoff Stats.
- Move the **left thumbstick** or **directional pad** to highlight team rows and category columns.
- Click the **left thumbstick button** to sort teams by the highlighted row.

⇒ **Player Leaders** (Season and Playoffs)

- During the playoffs, press **Black** or **White** to toggle between Season Stats and Playoff Stats.
- Pull the **left trigger** or **right trigger** to cycle the statistical category (Points, Goals, Assists, or Plus/Minus).
- Move the **left thumbstick** or **directional pad** up or down to highlight a player.
- Click the **right thumbstick button** to view a player's Player Card.

⇒ **Player Stats** (Season and Playoffs)

- During the playoffs, press **Black** or **White** to toggle between Season Stats and Playoff Stats.
- Pull the **left trigger** or **right trigger** to switch between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the league.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.

⇒ **Goalie Leaders** (Season and Playoffs)

- During the playoffs, press **Black** or **White** to toggle between Season Stats and Playoff Stats.
- Pull the **left trigger** or **right trigger** to cycle the statistical category (Shutouts, Goals Against Average, Save Percentage, or Wins).
- Move the **left thumbstick** or **directional pad** up or down to highlight a player.
- Click the **right thumbstick button** to view a player's Player Card.

⇒ **Goalie Stats** (Season and Playoffs)

- During the playoffs, press **Black** or **White** to toggle between Season Stats and Playoff Stats.
- Pull the **left trigger** or **right trigger** to switch between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the league.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.

E-mail

- Pull the **left trigger** or **right trigger** to switch between your teams.

- Move the **left thumbstick** or **directional pad** up or down to highlight the Inbox, the Team News Screen, the News Screen, or the Injuries Screen. Press **A** to access the screen.

Inbox, Team News, News, and Injuries Screens:

- Move the **left thumbstick** or **directional pad** up or down to highlight an email message.
- Press **A** to select the message.
- To connect to a Hot Link, press the link button listed.
- To back out, press the **B** button.

Awards

This Screen lists the award winners for the season.

- Move the **left thumbstick** or **directional pad** up or down to highlight an award.
- Press **A** to select the award and access the Trophy Screen.

Trophy Screen

- Pull the **left trigger** or **right trigger** to view the various trophies.

Save / Load

⇒ Load

- Pull the **left trigger** or **right trigger** to switch between the Xbox Hard Disk and the Xbox Memory Unit.
- Move the **left thumbstick** or **directional pad** up or down to highlight your desired Franchise Save.
- Press **A** to load the saved game.

⇒ Save Franchise

Use Save Franchise to save your team's progress.

- Pull the **left trigger** or **right trigger** to switch between the Xbox Hard Disk and the Xbox Memory Unit.
- Move the **left thumbstick** or **directional pad** up or down to highlight "Create New Save" or to highlight an existing save to overwrite.
- Press **A** to select the save slot.
- Use the Virtual Keyboard to enter a name for the Save.

⇒ Save Profile

Use the Save Profile Screen to save your user record information as well as the Unlockables you may have earned. This screen functions in the same fashion as the Save Franchise Screen found above.

⇒ Manage Profiles

The Switch Profile Screen enables you to create a Profile, load a Profile, remove a Profile, and rename a Profile.

- Pull the **right trigger** or the **left trigger** to switch between SELECT PROFILE, REMOVE PROFILE, and RENAME PROFILE.

⇒⇒ Select Profile

To select a Profile:

- Highlight a Profile and press **A** to switch to it.

To create a Profile:

- Highlight CREATE A PROFILE and press **A** to access the Virtual Keyboard.
- Select a name for your User Profile and press **START** to create it.

To load a Profile:

- Highlight LOAD A PROFILE and press **A** to access the Load Screen.
- Pull the **right trigger** or the **left trigger** to switch between the hard disk and the memory unit.
- Highlight a Profile and press **A** to switch to it.

⇒⇒ Remove Profile

- Highlight a Profile and press **A**.
- Highlight YES and press **A** to remove the Profile.

⇒⇒ Rename Profile

- Highlight a Profile and press **A** to access the Virtual Keyboard.
- Enter a new name for the User Profile and press **START** to confirm it.

⇒ Delete

- Pull the **left trigger** or **right trigger** to switch between the Xbox Hard Disk and the Xbox Memory Unit.
- Move the **left thumbstick** or **directional pad** up or down to highlight an existing save file.
- Press **A** to delete the highlighted file.

Options

⇒ General

Press **A** or **Y** to cycle forward or backward through the options.

- **Skill Level:** Amateur, Rookie (Default), Pro, All-Star, or Hall of Famer - Customize the game's difficulty.
- **Game Speed:** Use this slider to adjust the game's speed.
- **Period Length:** 1 to 20 minutes (5 is Default) - Adjust the period duration.
- **Penalties:** Use this slider to adjust how often the referees whistle players for a penalty.
- **Fighting:** Use this slider to adjust how often fights occur.
- **Puck Friction:** Use this slider to adjust how freely the puck slides around the ice. Increasing puck friction will cause the puck to slow more quickly.
- **Ice Friction:** Use this slider to adjust how much friction the ice exerts on the puck and player's skates.
- **Freeze Puck Time:** Use this slider to adjust how long a goalie has to hold on to the puck before the referee stops play and whistles it frozen.
- **Glass Breaking Frequency:** Use this slider to adjust how frequently the glass breaks when hit by an errant slap shot.
- **Pinning:** On (Default) or Off - Turn this option OFF, and players will be unable to pin one another to the wall.

- **Offsides:** On (Default) or Off - Turn this option OFF, and players will be able to cross the offensive blue line before the puck crosses it.
- **Icing:** Auto (Default), Off, NHL, or International – In NHL rules, an Icing infraction is called when a player behind the red line in his end of the rink shoots a puck past the goal line in his offensive zone when both teams are playing at equal strength (i.e. with the same number of players on the ice) and a player on the opposing team touches the puck first. The teams then face off at the face-off circle closest to where the play occurred. In INTERNATIONAL rules, it doesn't matter who touches the puck first; icing is called automatically after the events mentioned above. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing.
- **Two-Line Pass:** Auto (Default), Off, NHL, International – In the NHL, a Two-Line Pass infraction is called when a player passes to a teammate across both the red line and a blue line. It carries the same penalty as Offsides: the two teams face off at the location of the infraction. In INTERNATIONAL rules, there is no penalty for Two-Line Passes. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing. Turn this option OFF, and players will be permitted to make passes that cross both the red line and either blue line.

⇒ Advanced

Press **A** or **Y** to move forward or backward through the options.

- **Home Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the home team's plays. Setting this option to MANUAL allows the home team's user to control strategy (including aggression) manually.
- **Home Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the home team. SEMI-AUTO: Allows both the user and the computer to make changes to the home team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.
- **Away Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the away team's plays. Setting this option to MANUAL allows the away team's user to control strategy (including aggression) manually.
- **Away Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the away team. SEMI-AUTO: Allows both the user and the computer to make changes to the away team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.
- **Referee Collision:** None (Default), Puck Only, Players Only, or All - This option determines what objects will collide with the referees when they come in contact.
- **Overtime Type:** Single 5 min, 4 on 4 (Default); Continuous 20 min, 5 on 5; Single 10 min, 5 on 5, SO; Single 5 min, 5 on 5; Continuous 5 min, 4 on 4; Shootout; None; Auto – SINGLE 5 MIN, 4 ON 4: A single, 5 minute sudden-death overtime period, with four players on each team. If the game is tied after this overtime period, the game is declared a tie. CONTINUOUS 20 MIN, 5 ON 5: Five players on each team, with unlimited 20 minute overtime periods until one team scores. SINGLE 10 MIN, 5 ON 5, SO: A single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shootout

(see below). **SINGLE 5 MIN, 5 ON 5:** A single 5 minute overtime period, with 5 players on each team. **CONTINUOUS 5 MIN, 4 ON 4:** Five players on each team, with unlimited 5 minute overtime periods until one team scores. **SHOOTOUT:** Games tied at the end of regulation are decided by a shootout. Five players on each team take turns shooting on goal. The team with the most goals wins. **NONE:** No overtime, games that are tied at the end of regulation are ruled a tie. **AUTO:** Selects the overtime type that applies to the situation (i.e. Regular Season: Single, 5 min, 4 on 4, Postseason: Continuous, 5 min, 5 on 5).

- **Game Clock:** Accelerated (Default) or Real Time – **ACCELERATED:** At the beginning of each period, the game clock will start at 20 minutes and may count down at an accelerated pace depending on the Period Length (e.g. clock ticks twice as fast if the Period Length is set to 10 minutes). **REAL TIME** – At the beginning of each period, the game clock will start at the number of minutes selected on the Period Length option (see General Options). Keep in mind that, in Real Time, if you set the Period Length to less than 20 minutes, then any penalties that remove a player from the ice for a given amount of time (2 minutes or 5 minutes) will remove a the player for an abnormally large proportion of the game.

- **Clock Type:** Auto (Default), NHL, International – **AUTO:** NHL Arenas use NHL Clock and International Arenas use International Clock, **NHL:** Clock counts down to 0:00, **INTERNATIONAL:** Clock counts up from 0:00.

⇒ **Gameplay**

Customize your gameplay experience by adjusting sliders to determine players' effectiveness at various game skills. You can set each slider option for human-controlled or computer-controlled (CPU) teams. Press **A** or **Y** to increase or decrease the sliders.

- **Goalie Skill:** This slider sets the skill level of the goalie when he's not under direct user control.
- **Defense Skill:** This slider sets the skill level of the defensive players who are not under direct user control.
- **Offense Skill:** This slider sets the skill level of the offensive players who are not under direct user control.
- **Speed Burst Effect:** Sets the amount of speed that is gained by performing a speed boost.
- **Speed Burst Time:** Sets the length of time that a speed burst will last.
- **Speed Burst Recovery:** Sets the length of time necessary for a player to replenish his speed burst meter.
- **Fatigue Effect:** This slider determines how strongly fatigue affects players' performance.
- **Fatigue Time:** This slider determines how long it takes a player to become fatigued.
- **Fatigue Recovery:** This slider determines how long it takes a player to recover once he has become fatigued.
- **Hitting Power:** This slider determines the average strength of players' hits.
- **Shot Accuracy:** Sets the overall level of accuracy of players' shots.
- **Pass Accuracy:** Sets the overall level of accuracy of players' passes.
- **Pass Speed:** Sets the overall speed of players' passes.
- **Pass Interceptions:** Sets the frequency and ease of pass interceptions.
- **Rebounds:** Sets the frequency of shots that rebound off of the goalie.

- **Shot Blocking:** Sets the frequency and ease with which defenders block shots on goal.
- **Puck Retention:** Sets the overall ability of players to retain the puck regardless of defensive harassment.
- **Puck Control:** Adjusts the players' overall skill at puck control.

⇒ Controls

Press **A** or **Y** to move forward or backward through the options.

- **Current Profile:** Sets the User Profile to which these Controls will be assigned.
- **Controller:** Classic, Intermediate (Default), or Advanced - Select your desired Control Configuration.
- **Goalie Control:** Semi-Automatic (Default), Automatic, and Manual - SEMI-AUTOMATIC: User controls the goalie when the goalie has the puck. AUTOMATIC: The computer controls the goalie. MANUAL: User controls the goalie when he has the puck, and can manually switch to the goalie by pulling the **left trigger** and pressing **Black** simultaneously.
- **Pass Aim Assist:** With this slider empty, the user's passes go where they are aimed with the **left thumbstick**. The more the slider is filled, the more help the user will get with aiming passes.
- **Shot Aiming:** Auto (Default) or Manual – MANUAL: The user controls where his or her shot goes. AUTO: The computer handles aiming shots for the user.
- **Auto Puck In Air Grab:** On (Default) or Off – ON: The user-controlled player automatically grabs pucks shot up in the air. OFF: The user must press **White** (in Intermediate and Advanced Controls) or the **left trigger** (in Classic Controls) to grab the puck from the air.
- **Player Lock Type:** Semi-Manual (Default), Manual, and Full Lock - SEMI-MANUAL: You control the player with the puck. On defense, you can switch players by pressing **A**. MANUAL: Stay controlling one player until you press **A** to switch. FULL LOCK: User always controls one player, and cannot switch players at all (the Change Player button ceases to function).
- **Preferred Start Position:** C (Default), LW, RW, LD, RD, G - Choose the position that the user will start the game controlling.
- **Puck Protection:** Auto (Default) or Manual – MANUAL: When you press **B** to protect the puck, you can move the puck around with the **left thumbstick**. AUTO: When you press **B** to protect the puck, the player automatically moves the puck for you to keep it away from opponents.
- **Vibration Feature:** Off (Default) or On – When ON, the Xbox Controller will vibrate when your player is involved in a check.
- **One timer Passing:** On (Default) or Off - Turn this OFF, and one-touch passes will not occur in the game.

⇒ Controller Layout

Learn the button commands for each situation or customize them to your liking.

- Press **Black** or **White** to cycle through the command scenarios.
- Pull the **left** or **right trigger** to view the controls as modified by the **left** or **right trigger**.
- To customize the face button (**A**, **B**, **X**, and **Y**) controls, press **Y** to initiate Button Swap Mode. If you want to back out of the Button Swap Mode, press **BACK**.

- To select a button whose function you wish to reassign, press that button. The button's function will appear highlighted in red.
- Press the other button whose functionality you wish to swap with the first button. The buttons will swap and you will automatically exit Button Swap Mode.

⇒ **Presentation**

Use this screen to customize the appearance of the game.

- **Audio Presentation:** Default, TV Broadcast, In Stands, and On Ice - Press **A** or **Y** to cycle through a number of game audio settings. This option automatically switches to Custom if you modify Audio Volume Sliders individually.
- **Volume Sliders:** Adjust the volume of various sounds effects, commentary, and music in the game. Press **A** or **Y** to increase or decrease the sliders.
- **Display Player Type Indicator:** No (Default) or Yes - When YES, a symbol will appear next to the player's name, showing what type of player the user has control of.
- **Puck Shadow:** On (Default) or Off – When ON, a shaded circle appears around the puck to make it easier to see.
- **Player Name Indicator:** Name and Position (Default), Name, Position, None - Select the text that appears beneath each user's player.
- **Camera:** $\frac{3}{4}$ Camera (Default), $\frac{3}{4}$ Non-Predictive Camera, Overhead Camera, Rink Camera, Side Camera, or Rink Action Camera - $\frac{3}{4}$ CAMERA: This is the default diagonal camera view of the action. It also tries to stay ahead of the action to allow you to see what's going on around you better. $\frac{3}{4}$ NON-PREDICTIVE CAMERA: This camera is similar to the regular $\frac{3}{4}$, but is a bit more zoomed out from the action and always stays centered on the puck. OVERHEAD CAMERA: This is a top-down view from directly above the puck. RINK CAMERA: This is a close-up view of the action from a $\frac{3}{4}$ angle. SIDE CAMERA: This is a side angle camera, similar to TV broadcast. RINK ACTION CAMERA: This camera angle brings you the very closest to the players and the ice.
- **Challenge Mode Notification:** On (Default) or Off – When ON, an overlay will appear to notify you when you've accomplished one of the game's Challenges.
- **Action Replays:** On (Default) or Off – When ON, Action Replays will frequently play after goals and other big plays.
- **Cut Scenes:** On (Default) or Off – When ON, cut scenes will frequently play to show players and coaches reacting to the game.

⇒ **Preview Movie**

View a movie with footage from all of the ESPN Videogames titles.

⇒ **Credits**

Roll the credits for the game.

The Skybox

Unlock in-game features and customize your skybox with items that are earned by completing challenges and achieving other in-game milestones.

! Note: Certain areas of the Skybox are inaccessible until you have created a User Profile. To quickly create a User Profile without exiting the Skybox, simply press **Black** to access the Save Screen or press **White** to access the Switch Profile Screen.

Save (Accessed by pressing **Black**)

The Save Screen enables you to create a User Profile or save your existing User Profile to the Xbox Hard Disk or an Xbox Memory Unit (MU).

To save a profile:

- Pull the **right trigger** or the **left trigger** to switch between the hard disk and the memory unit.
- Highlight CREATE NEW SAVE and press **A** to access the Virtual Keyboard. Enter a name for the User Profile and press **START** to confirm it.

To save your existing User Profile:

- Highlight the name of the User Profile that's in use and press **A** to overwrite it with your updated User Profile information.

Switch Profile (Accessed by pressing **White**)

The Switch Profile Screen enables you to create a Profile, load a Profile, remove a Profile, and rename a Profile.

- Pull the **right trigger** or the **left trigger** to switch between SELECT PROFILE, REMOVE PROFILE, and RENAME PROFILE.

⇒ **Select Profile**

To select a Profile:

- Highlight a Profile and press **A** to switch to it.

To create a Profile:

- Highlight CREATE A PROFILE and press **A** to access the Virtual Keyboard.
- Select a name for your User Profile and press **START** to create it.

To load a Profile:

- Highlight LOAD A PROFILE and press **A** to access the Load Screen.
- Pull the **right trigger** or the **left trigger** to switch between the hard disk and the memory unit.
- Highlight a Profile and press **A** to switch to it.

⇒ **Remove Profile**

- Highlight a Profile and press **A**.
- Highlight YES and press **A** to remove the Profile.

⇒ **Rename Profile**

- Highlight a Profile and press **A** to access the Virtual Keyboard.
- Enter a new name for the User Profile and press **START** to confirm it.

Moving around the Skybox:

- Move the **left thumbstick** or **directional pad** left or right to look around at the areas of the Skybox (Game Room, Player Stats, Trophy Room, Challenge Mode and Stanley Cup).
- Move up on the **left thumbstick** or **directional pad** or press **A** to access the highlighted area.

- If more than one item is selectable in the area, move the **left thumbstick** or **directional pad** to highlight your desired item.
- Press **A** to access the item.

⇒ **Game Room**

⇒⇒ **Air Hockey**

Perfect your hand-eye coordination with this classic parlor game. The first to seven points wins.

- Use the **left thumbstick** to move your paddle.
- Pull the **right trigger** to center your paddle in front of your own goal.

⇒⇒ **Soundtracks**

- Pull the **left trigger** or **right trigger** to switch the record.
- Move the **left thumbstick** or **directional pad** up or down to highlight a track.
- Press **A** to play a track.

⇒⇒ **All-Time Records**

This screen lists the all-time NHL records. Set a record and your player's name will be listed amongst some of the best players to ever lace up a pair of skates.

- Pull the **left trigger** or **right trigger** to toggle between the following categories (Player – Game, Team – Game, Player – Season, Team – Season, Player – Career)
- Move the **left thumbstick** or **directional pad** down when necessary to scroll to off-screen text.

⇒ **Player Stats**

This screen shows all of your gameplay stats, including wins and losses, goals, assists, saves, and more.

- Move the **left thumbstick** or **directional pad** down to scroll to off-screen text.

⇒ **Trophy Room**

⇒⇒ **Trophy List**

This book lists all of the trophies that your players have won throughout the years.

⇒⇒ **Trophy Shelves**

- Move the **left thumbstick** or **directional pad** to highlight a trophy.
- Press **A** to view a close-up and a description of the trophy.

⇒ **Challenge Mode**

⇒⇒ **Challenge List**

On this laptop computer, you'll find a list of User Challenges. Complete these challenges to unlock hidden teams, jersey, mini-games, and other cool stuff.

- Pull the **right trigger** or **left trigger** to cycle forward or backward through the lists of challenges (Level One, Level Two, Level Three, and Skills).
- Move the **left thumbstick** or **directional pad** down to scroll to off-screen text.

Note: The Skills Challenges are accessed in Game Modes – Skills – Challenge Mode.

⇒⇒ **Unlockable Shelves**

As you unlock secret stuff in the game, the collectibles representing your unlockables will light up and appear selectable.

- Move the **left thumbstick** or **directional pad** to highlight a collectible.
- Press **A** to view a close-up and a description of the collectible.

⇒ **Stanley Cup**

This alcove was specifically built to house the Stanley Cup. Win the NHL Championship, and you can view your historic trophy here.

Quit

Select Quit to exit the game.

TOURNAMENT

Compete with up to four users in a custom tournament with 4, 8, or 16 teams.

Tournament Options

- **Starting Rosters:** Default or Current – DEFAULT: Teams will play with their default rosters. CURRENT: Uses your modified rosters.
- **Series Length:** 7 (Default), 5, 3, or 1 - Set the number of games in a playoff series.
- **Overtime Type:** Single 5 min, 4 on 4; Continuous 20 min, 5 on 5 (Default); Single 10 min, 5 on 5, SO; Single 5 min, 5 on 5; Continuous 5 min, 4 on 4; Shootout; None; Auto – SINGLE 5 MIN, 4 ON 4: A single, 5 minute sudden-death overtime period, with four players on each team. If the game is tied after this overtime period, the game is declared a tie. CONTINUOUS 20 MIN, 5 ON 5: Five players on each team, with unlimited 20 minute overtime periods until one team scores. SINGLE 10 MIN, 5 ON 5, SO: A single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shootout (see below). SINGLE 5 MIN, 5 ON 5: A single 5 minute overtime period, with 5 players on each team. CONTINUOUS 5 MIN, 4 ON 4: Five players on each team, with unlimited 5 minute overtime periods until one team scores. SHOOTOUT: Games tied at the end of regulation are decided by a shootout. Five players on each team take turns shooting on goal. The team with the most goals wins. NONE: No overtime, games that are tied at the end of regulation are ruled a tie. AUTO: Selects the overtime type that applies to the situation (i.e. Regular Season: Single, 5 min, 4 on 4, Postseason: Continuous, 5 min, 5 on 5).
- **Teams:** 4, 8, All 14 International Teams, or 16 (Default) – Select the number of teams to compete in the tournament. ALL 14 INTERNATIONAL TEAMS appears if you select INTERNATIONAL TEAMS on the following option "Team Type Allowed". With ALL 14 INTERNATIONAL TEAMS, two of the teams (at random) will receive a first round bye (they won't have to play in the first round).
- **Team Type Allowed:** NHL Teams (Default), International Teams, or NHL + International Teams – Select which teams will be available for the Tournament.
- **Arena:** Select the Arena that will host the Tournament.
- **Autosave:** On or Off (Default) - Set this ON to have the game automatically save the Tournament progress.

TOURNAMENT MENU

Play Tournament

The Tournament Screen is where you play or simulate the Tournament games.

- Move the **left thumbstick** or **directional pad** to highlight a series matchup.
- Press **A** to simulate one game of the highlighted series matchup.
- While highlighting one of the series' with a user-controlled team, press **START** to play the next game of the series. The Team Select Screen will appear.

Rosters / Lines

⇒ View Roster

The View Roster Screen is where you edit your team's roster.

- Press **Black** or **White** to cycle forward or backward through the player positions.
- Pull the **left trigger** or **right trigger** to cycle between your teams.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Move the **right thumbstick** left or right to cycle between all of the teams in the tournament.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.
- Highlight a player and press **A** to bring up an Overlay Menu with the following options: Captain Status, Edit Player, Edit Player Name, or Cancel. Highlight any option and press **A** to select it.
- Press **START** to accept your changes.
- Press **B** to exit and lose any changes.

Changing Captain Status:

- Select Captain to make the player a team captain; select Assistant to make the player an assistant captain; select None to make the player a non-captain, or select Cancel to exit the Overlay Menu.

Editing a Player:

If you select this option, you will be taken to the Player Edit Screen.

⇒⇒ Player Edit

- Pull the **right trigger** or the **left trigger** to cycle forward or backward through the Edit Player sub-screens (Attributes, Appearance, Accessories, and Abilities).
- Move the **right thumbstick** left or right to rotate the player model.
- Press **A** or **Y** to cycle forward or backward through the options and to increase or decrease the sliders.
- To edit the player's name, highlight NAME and press **A**. The Enter Player Name Screen appears (see below).
- To exit and keep your changes, press **START**.
- To exit and lose your changes, press **B** and select YES to confirm.

! Note: If you've unlocked either of the two unlockable goalie masks, you can use the Player Edit – Accessories Screen to attire a goalie in the mask.

Editing a Player's Name:

If you select this option, the Enter Player Name Screen appears.

⇒ Enter Player Name

- Press **Y** to toggle between the name list and the alphabet.
- Pull the **left trigger** to capitalize and un-capitalize the letters of the alphabet.
- Pull the **right trigger** to switch between the player's first name and last name.
- Press **A** to select a name or a letter.
- To delete a letter, highlight the backspace icon on the bottom right of the alphabet window, and press **A**.
- When you're satisfied with the player's new name, press **B** or **START** to return to the View Roster Screen or the Player Edit Screen.

⇒ Edit Lines

- Pull the **left trigger** or **right trigger** to switch between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the tournament.
- Press **Black** or **White** to cycle through the following categories: Offense, Defense / Goalies, Power Play, Penalty Kill, and Other.
- Use **Y** to switch between the lines.
- Use the **left thumbstick** or the **directional pad** to highlight a player you'd like to replace.
- Press **A** to select the player.
- Use the **left thumbstick** or the **directional pad** to highlight a new player from your bench.
- Press **A** to swap him with the other player.

! Note: This year, for the first time, you can put a player in more than one line if necessary. Simply add him to a second list as you would any other player. To help you spot when a player is in another line, if you highlight a player's name in the replacement roster and he is already listed in another line, his name will appear in blue on the other line.

- Press **START** and select YES to accept your changes.
- Press **B** and select YES to exit without keeping your changes.

⇒ Player Status

- Pull the **left trigger** or **right trigger** to switch between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the tournament.
- Press **Black** or **White** to cycle forward or backward through the player positions.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.
- Highlight a player and press **A** to bring up an Overlay Menu with some of the following options: Dressed, Scratched, Cut, Minors, or Cancel. Highlight any option and press **A** to select it.

Definitions:

- **Dressed:** These 20 players (18 skaters and 2 goalies) can play in the games.
- **Scratched:** These 3 players act as reserves and must be switched with a dressed player prior to a game in order to play.
- **Cut:** These players are released to free agency and their salaries come off the books.
- **Minors:** These players (up to 23) play for the club's minor league team and must be switched with a dressed player prior to a game in order to play.

Stats

The Standings / Stats Menu gives you access to the following statistical screens.

⇒ **Team Standings**

- Pull the **left trigger** or **right trigger** to cycle the conference and division (Eastern Conference, Western Conference, Atlantic Division, Northeast Division, Southeast Division, Pacific Division, Northwest Division, or Central Division).

⇒ **Team Stats**

- Move the **left thumbstick** or **directional pad** to highlight team rows and category columns.
- Click the **left thumbstick button** to sort teams by the highlighted row.

⇒ **Player Leaders**

- Pull the **left trigger** or **right trigger** to cycle the statistical category (Points, Goals, Assists, or Plus/Minus).
- Move the **left thumbstick** or **directional pad** up or down to highlight a player.
- Click the **right thumbstick button** to view a player's Player Card.

⇒ **Player Stats**

- Pull the **left trigger** or **right trigger** to switch between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the tournament.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.

⇒ **Goalie Leaders**

- Pull the **left trigger** or **right trigger** to cycle the statistical category (Shutouts, Goals Against Average, Save Percentage, or Wins).
- Move the **left thumbstick** or **directional pad** up or down to highlight a player.
- Click the **right thumbstick button** to view a player's Player Card.

⇒ **Goalie Stats**

- Pull the **left trigger** or **right trigger** to switch between your teams.
- Move the **right thumbstick** left or right to cycle between all of the teams in the tournament.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.

- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.

Save / Load

⇒ Load

- Pull the **left trigger** or **right trigger** to switch between the Xbox Hard Disk and the Xbox Memory Unit.
- Move the **left thumbstick** or **directional pad** up or down to highlight your desired Save.
- Press **A** to load the saved game.

⇒ Save Tournament

Use Save Tournament to save your team's progress.

- Pull the **left trigger** or **right trigger** to switch between the Xbox Hard Disk and the Xbox Memory Unit.
- Move the **left thumbstick** or **directional pad** up or down to highlight "Create New Save" or to highlight an existing save to overwrite.
- Press **A** to select the save slot.
- Use the Virtual Keyboard to enter a name for the Save.

⇒ Save Profile

Use the Save User Profile Screen to save your user record information as well as the Unlockables you may have earned. This screen functions in the same fashion as the Save Tournament Screen found above.

⇒ Manage Profiles

The Switch Profile Screen enables you to create a Profile, load a Profile, remove a Profile, and rename a Profile.

- Pull the **right trigger** or the **left trigger** to switch between SELECT PROFILE, REMOVE PROFILE, and RENAME PROFILE.

⇒⇒ Select Profile

To select a Profile:

- Highlight a Profile and press **A** to switch to it.

To create a Profile:

- Highlight CREATE A PROFILE and press **A** to access the Virtual Keyboard.
- Select a name for your User Profile and press **START** to create it.

To load a Profile:

- Highlight LOAD A PROFILE and press **A** to access the Load Screen.
- Pull the **right trigger** or the **left trigger** to switch between the hard disk and the memory unit.
- Highlight a Profile and press **A** to switch to it.

⇒⇒ Remove Profile

- Highlight a Profile and press **A**.

- Highlight YES and press **A** to remove the Profile.

⇒⇒ **Rename Profile**

- Highlight a Profile and press **A** to access the Virtual Keyboard.
- Enter a new name for the User Profile and press **START** to confirm it.

⇒ **Delete**

- Pull the **left trigger** or **right trigger** to switch between the Xbox Hard Disk and the Xbox Memory Unit.
- Move the **left thumbstick** or **directional pad** up or down to highlight an existing save file.
- Press **A** to delete the highlighted file.

Options

⇒ **General**

Press **A** or **Y** to cycle forward or backward through the options.

- **Skill Level:** Amateur, Rookie (Default), Pro, All-Star, or Hall of Famer - Customize the game's difficulty.
- **Game Speed:** Use this slider to adjust the game's speed.
- **Period Length:** 1 to 20 minutes (5 is Default) - Adjust the period duration.
- **Penalties:** Use this slider to adjust how often the referees whistle players for a penalty.
- **Fighting:** Use this slider to adjust how often fights occur.
- **Puck Friction:** Use this slider to adjust how freely the puck slides around the ice. Increasing puck friction will cause the puck to slow more quickly.
- **Ice Friction:** Use this slider to adjust how much friction the ice exerts on the puck and player's skates.
- **Freeze Puck Time:** Use this slider to adjust how long a goalie has to hold on to the puck before the referee stops play and whistles it frozen.
- **Glass Breaking Frequency:** Use this slider to adjust how frequently the glass breaks when hit by an errant slap shot.
- **Pinning:** On (Default) or Off - Turn this option OFF, and players will be unable to pin one another to the wall.
- **Offsides:** On (Default) or Off - Turn this option OFF, and players will be able to cross the offensive blue line before the puck crosses it.
- **Icing:** Auto (Default), Off, NHL, or International – In NHL rules, an Icing infraction is called when a player behind the red line in his end of the rink shoots a puck past the goal line in his offensive zone when both teams are playing at equal strength (i.e. with the same number of players on the ice) and a player on the opposing team touches the puck first. The teams then face off at the face-off circle closest to where the play occurred. In INTERNATIONAL rules, it doesn't matter who touches the puck first; icing is called automatically after the events mentioned above. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing.
- **Two-Line Pass:** Auto (Default), Off, NHL, International – In the NHL, a Two-Line Pass infraction is called when a player passes to a teammate across both the red line and a blue line. It carries the same penalty as Offsides: the two teams face off at the location of the infraction. In INTERNATIONAL rules, there is no penalty for Two-Line Passes. Set this option to AUTO, and the game will automatically switch the rules from NHL to

INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing. Turn this option OFF, and players will be permitted to make passes that cross both the red line and either blue line.

⇒ **Advanced**

Press **A** or **Y** to move forward or backward through the options.

- **Home Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the home team's plays. Setting this option to MANUAL allows the home team's user to control strategy (including aggression) manually.
- **Home Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the home team. SEMI-AUTO: Allows both the user and the computer to make changes to the home team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.
- **Away Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the away team's plays. Setting this option to MANUAL allows the away team's user to control strategy (including aggression) manually.
- **Away Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the away team. SEMI-AUTO: Allows both the user and the computer to make changes to the away team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.
- **Referee Collision:** None (Default), Puck Only, Players Only, or All - This option determines what objects will collide with the referees when they come in contact.
- **Overtime Type:** Single 5 min, 4 on 4; Continuous 20 min, 5 on 5 (Default); Single 10 min, 5 on 5, SO; Single 5 min, 5 on 5; Continuous 5 min, 4 on 4; Shootout; None; Auto – SINGLE 5 MIN, 4 ON 4: A single, 5 minute sudden-death overtime period, with four players on each team. If the game is tied after this overtime period, the game is declared a tie. CONTINUOUS 20 MIN, 5 ON 5: Five players on each team, with unlimited 20 minute overtime periods until one team scores. SINGLE 10 MIN, 5 ON 5, SO: A single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shootout (see below). SINGLE 5 MIN, 5 ON 5: A single 5 minute overtime period, with 5 players on each team. CONTINUOUS 5 MIN, 4 ON 4: Five players on each team, with unlimited 5 minute overtime periods until one team scores. SHOOTOUT: Games tied at the end of regulation are decided by a shootout. Five players on each team take turns shooting on goal. The team with the most goals wins. NONE: No overtime, games that are tied at the end of regulation are ruled a tie. AUTO: Selects the overtime type that applies to the situation (i.e. Regular Season: Single, 5 min, 4 on 4, Postseason: Continuous, 5 min, 5 on 5).
- **Game Clock:** Accelerated (Default) or Real Time – ACCELERATED: At the beginning of each period, the game clock will start at 20 minutes and may count down at an accelerated pace depending on the Period Length (e.g. clock ticks twice as fast if the Period Length is set to 10 minutes). REAL TIME – At the beginning of each period, the game clock will start at the number of minutes selected on the Period Length option (see General Options). Keep in mind that, in Real Time, if you set the Period Length to less than 20 minutes, then any penalties that remove a player from the ice for a given amount

of time (2 minutes or 5 minutes) will remove a the player for an abnormally large proportion of the game.

• **Clock Type:** Auto (Default), NHL, International – AUTO: NHL Arenas use NHL Clock and International Arenas use International Clock, NHL: Clock counts down to 0:00, INTERNATIONAL: Clock counts up from 0:00.

⇒ **Gameplay**

Customize your gameplay experience by adjusting sliders to determine players' effectiveness at various game skills. You can set each slider option for human-controlled or computer-controlled (CPU) teams. Press **A** or **Y** to increase or decrease the sliders.

- **Goalie Skill:** This slider sets the skill level of the goalie when he's not under direct user control.
- **Defense Skill:** This slider sets the skill level of the defensive players who are not under direct user control.
- **Offense Skill:** This slider sets the skill level of the offensive players who are not under direct user control.
- **Speed Burst Effect:** Sets the amount of speed that is gained by performing a speed boost.
- **Speed Burst Time:** Sets the length of time that a speed burst will last.
- **Speed Burst Recovery:** Sets the length of time necessary for a player to replenish his speed burst meter.
- **Fatigue Effect:** This slider determines how strongly fatigue affects players' performance.
- **Fatigue Time:** This slider determines how long it takes a player to become fatigued.
- **Fatigue Recovery:** This slider determines how long it takes a player to recover once he has become fatigued.
- **Hitting Power:** This slider determines the average strength of players' hits.
- **Shot Accuracy:** Sets the overall level of accuracy of players' shots.
- **Pass Accuracy:** Sets the overall level of accuracy of players' passes.
- **Pass Speed:** Sets the overall speed of players' passes.
- **Pass Interceptions:** Sets the frequency and ease of pass interceptions.
- **Rebounds:** Sets the frequency of shots that rebound off of the goalie.
- **Shot Blocking:** Sets the frequency and ease with which defenders block shots on goal.
- **Puck Retention:** Sets the overall ability of players to retain the puck regardless of defensive harassment.
- **Puck Control:** Adjusts the players' overall skill at puck control.

⇒ **Controls**

Press **A** or **Y** to move forward or backward through the options.

- **Current Profile:** Sets the User Profile to which these Controls will be assigned.
- **Controller:** Classic, Intermediate (Default), or Advanced - Select your desired Control Configuration.
- **Goalie Control:** Semi-Automatic (Default), Automatic, and Manual - SEMI-AUTOMATIC: User controls the goalie when the goalie has the puck. AUTOMATIC: The computer controls the goalie. MANUAL: User controls the goalie when he has the puck, and can manually switch to the goalie by pulling the **left trigger** and pressing **Black** simultaneously.

- **Pass Aim Assist:** With this slider empty, the user's passes go where they are aimed with the **left thumbstick**. The more the slider is filled, the more help the user will get with aiming passes.
- **Shot Aiming:** Auto (Default) or Manual – **MANUAL:** The user controls where his or her shot goes. **AUTO:** The computer handles aiming shots for the user.
- **Auto Puck In Air Grab:** On (Default) or Off – **ON:** The user-controlled player automatically grabs pucks shot up in the air. **OFF:** The user must press **White** (in Intermediate and Advanced Controls) or the **left trigger** (in Classic Controls) to grab the puck from the air.
- **Player Lock Type:** Semi-Manual (Default), Manual, and Full Lock - **SEMI-MANUAL:** You control the player with the puck. On defense, you can switch players by pressing **A**. **MANUAL:** Stay controlling one player until you press **A** to switch. **FULL LOCK:** User always controls one player, and cannot switch players at all (the Change Player button ceases to function).
- **Preferred Start Position:** C (Default), LW, RW, LD, RD, G - Choose the position that the user will start the game controlling.
- **Puck Protection:** Auto (Default) or Manual – **MANUAL:** When you press **B** to protect the puck, you can move the puck around with the **left thumbstick**. **AUTO:** When you press **B** to protect the puck, the player automatically moves the puck for you to keep it away from opponents.
- **Vibration Feature:** Off (Default) or On – When ON, the Xbox Controller will vibrate when your player is involved in a check.
- **One timer Passing:** On (Default) or Off - Turn this OFF, and one-touch passes will not occur in the game.

⇒ Controller Layout

Learn the button commands for each situation or customize them to your liking.

- Press **Black** or **White** to cycle through the command scenarios.
- Pull the **left** or **right trigger** to view the controls as modified by the **left** or **right trigger**.
- To customize the face button (**A**, **B**, **X**, and **Y**) controls, press **Y** to initiate Button Swap Mode. If you want to back out of the Button Swap Mode, press **BACK** repeatedly.
- To select a button whose function you wish to reassign, press that button. The button's function will appear highlighted in red.
- Press the other button whose functionality you wish to swap with the first button. The buttons will swap and you will automatically exit Button Swap Mode.

⇒ Presentation

Use this screen to customize the appearance of the game.

- **Audio Presentation:** Default, TV Broadcast, In Stands, and On Ice - Press **A** or **Y** to cycle through a number of game audio settings. This option automatically switches to Custom if you modify Audio Volume Sliders individually.
- **Volume Sliders:** Adjust the volume of various sounds effects, commentary, and music in the game. Press **A** or **Y** to increase or decrease the sliders.
- **Display Player Type Indicator:** No (Default) or Yes - When YES, a symbol will appear next to the player's name, showing what type of player the user has control of.
- **Puck Shadow:** On (Default) or Off – When ON, a shaded circle appears around the puck to make it easier to see.

- **Player Name Indicator:** Name and Position (Default), Name, Position, None - Select the text that appears beneath each user's player.
- **Camera:** $\frac{3}{4}$ Camera (Default), $\frac{3}{4}$ Non-Predictive Camera, Overhead Camera, Rink Camera, Side Camera, or Rink Action Camera - $\frac{3}{4}$ CAMERA: This is the default diagonal camera view of the action. It also tries to stay ahead of the action to allow you to see what's going on around you better. $\frac{3}{4}$ NON-PREDICTIVE CAMERA: This camera is similar to the regular $\frac{3}{4}$, but is a bit more zoomed out from the action and always stays centered on the puck. OVERHEAD CAMERA: This is a top-down view from directly above the puck. RINK CAMERA: This is a close-up view of the action from a $\frac{3}{4}$ angle. SIDE CAMERA: This is a side angle camera, similar to TV broadcast. RINK ACTION CAMERA: This camera angle brings you the very closest to the players and the ice.
- **Challenge Mode Notification:** On (Default) or Off – When ON, an overlay will appear to notify you when you've accomplished one of the game's Challenges.
- **Action Replays:** On (Default) or Off – When ON, Action Replays will frequently play after goals and other big plays.
- **Cut Scenes:** On (Default) or Off – When ON, cut scenes will frequently play to show players and coaches reacting to the game.

⇒ **Preview Movie**

View a movie with footage from all of the ESPN Videogames titles.

⇒ **Credits**

Roll the credits for the game.

Quit

Select Quit to exit the game.

SKILLS

Skills Mode contains six different mini-games (1 on 1, Hardest Shot, Breakaway Relay, Accuracy, Puck Control, and Fastest Skater).

PROGRESSION

Challenge the other team to a sequence of tests to see whose skills are the best. The cumulative score from the six events is compiled to arrive at the overall winner.

- **1 on 1:** Each starting skater on each team gets two chances to score on the opposing goalie. The team with the most goals wins.
- **Hardest Shot:** Fire the puck into an empty net as hard as you can. Each starting player gets two shots. The Hardest Shot Challenge has its own special controls: Move up on the **left thumbstick** to move towards the puck. As your player reaches the puck, quickly move down on the **right thumbstick** to wind up your stick and move up on the **right thumbstick** to slap the puck towards the goal.
- **Breakaway Relay:** Just like 1 on 1, except that after shooting, each player has to skate back to the red line to let the next player go.
- **Accuracy:** 4 targets, 9 pucks, and 25 seconds per player. Break the targets as quickly as you can, using the least amount of pucks that you can.

- **Puck Control:** Navigate the cones as quickly as possible without losing control of the puck.

- **Fastest Skater:** Try to get the fastest overall time skating around the rink. Each starting skater gets a chance. The Fastest Skater Challenge has a special control scheme: Repeatedly press **B** to make your player skate faster.

CHALLENGE MODE

In Challenge Mode, you complete skills challenges in three skills (Accuracy, Puck Control, and Hardest Shot) that grow progressively more and more difficult. For each skill level that you complete, you'll unlock a special item in the Skybox (Challenge Mode / Unlockables).

Player Select

The Player Select Screen allows you to pick the player you'll use for the Challenge.

- Move the **right thumbstick** up or down to select a User Profile, or to highlight No Profile, New Profile, or Load Profile.
- To play the game without a User Profile, select No Profile and press **A** or **START**.
- To create a User Profile, highlight New Profile and press **A** or **START**. Enter a name on the Virtual Keyboard and press **START**.
- To load a User Profile on the Load Screen, highlight Load Profile and press **A** or **START**. (See the Load Screen instructions below).
- Move the **left thumbstick** or the **directional pad** up or down to highlight a player.
- Press **A** or **START** (with a Profile or No Profile selected) to select your player.

⇒ **Load** (Access by highlighting Load Profile with the **right thumbstick** and pressing **A**)

If you have an Xbox Memory Unit (MU) with a User Profile saved on it, and it wasn't inserted when you loaded the game, you can access the User Profile by selecting Load Profile on the Select Team Screen. Highlight the User Profile that you wish to load and press **A**. You will return to the Player Select Screen and the User Profile will now be available to you.

Challenge Screen (Accuracy Shooting / Puck Control / Hardest Shot)

This screen shows you what challenges you need to accomplish to succeed and advance to the next level. Each level gets progressively harder. Press **A** or **START** to advance to the challenge.

SINGLE EVENT

Pit two teams against each other in a test of one of the following skills (1 on 1, Hardest Shot, Breakaway Relay, Accuracy Shooting, Puck Control, and Fastest Skater).

MINI-GAMES

The Mini-Games Menu contains the following modes.

SHOOTOUT

The Shootout Mini-Game is similar to the overtime procedure for international games. Each skater on a team's starting line (Center, Left Wing, Right Wing, Defenseman, and Defenseman) has a chance to score on the other team's goalie one-on-one. The

skaters on each team alternate turns (first the away team's Center goes, then the home team's Center, then the away team's Left Wing, etc). Each skater has 20 seconds to score, and cannot turn away from the goal after crossing into the offensive zone. If the score is still tied after each player has gone once, the game enters a sudden death mode. If the away team's Center scores, and the home team's Center doesn't score, the away team wins. If the away team's Center fails to score, and the home team's Center scores, the home team wins. If they both score or they both fail to score, then the Left Wings for both teams face off. Those are the rules. May the best team win.

MINI-RINK

Mini-Rink is played with two skaters (the Left Wing and the Center) and a goalie for each team, on a miniature rink with unusually bouncy boards. Penalties are turned off and the hitting power is turned up. This mode is great for those who enjoy arcade-style hockey.

POND HOCKEY

Take the game outdoors where it originated with Pond Hockey. Two teams face off with no rules on a crystal blue pond nestled between snow-covered peaks.

SUPER SPEED

Play the game in fast-forward with the Super Speed Mini-Game. Your reflexes will have to be razor sharp.

MAIN MENU (continued)

OPTIONS

⇒ General

Press **A** or **Y** to cycle forward or backward through the options.

- **Skill Level:** Amateur, Rookie (Default), Pro, All-Star, or Hall of Famer - Customize the game's difficulty.
- **Game Speed:** Use this slider to adjust the game's speed.
- **Period Length:** 1 to 20 minutes (5 is Default) - Adjust the period duration.
- **Penalties:** Use this slider to adjust how often the referees whistle players for a penalty.
- **Fighting:** Use this slider to adjust how often fights occur.
- **Puck Friction:** Use this slider to adjust how freely the puck slides around the ice. Increasing puck friction will cause the puck to slow more quickly.
- **Ice Friction:** Use this slider to adjust how much friction the ice exerts on the puck and player's skates.
- **Freeze Puck Time:** Use this slider to adjust how long a goalie has to hold on to the puck before the referee stops play and whistles it frozen.
- **Glass Breaking Frequency:** Use this slider to adjust how frequently the glass breaks when hit by an errant slap shot.
- **Pinning:** On (Default) or Off - Turn this option OFF, and players will be unable to pin one another to the wall.
- **Offside:** On (Default) or Off - Turn this option OFF, and players will be able to cross the offensive blue line before the puck crosses it.
- **Icing:** Auto (Default), Off, NHL, or International – In NHL rules, an Icing infraction is called when a player behind the red line in his end of the rink shoots a puck past the

goal line in his offensive zone when both teams are playing at equal strength (i.e. with the same number of players on the ice) and a player on the opposing team touches the puck first. The teams then face off at the face-off circle closest to where the play occurred. In INTERNATIONAL rules, it doesn't matter who touches the puck first; icing is called automatically after the events mentioned above. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing.

• **Two-Line Pass:** Auto (Default), Off, NHL, International – In the NHL, a Two-Line Pass infraction is called when a player passes to a teammate across both the red line and a blue line. It carries the same penalty as Offsides: the two teams face off at the location of the infraction. In INTERNATIONAL rules, there is no penalty for Two-Line Passes. Set this option to AUTO, and the game will automatically switch the rules from NHL to INTERNATIONAL depending on the Arena's location. Turn this option OFF, and teams will not be whistled for icing. Turn this option OFF, and players will be permitted to make passes that cross both the red line and either blue line.

⇒ **Advanced**

Press **A** or **Y** to move forward or backward through the options.

• **Home Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the home team's plays. Setting this option to MANUAL allows the home team's user to control strategy (including aggression) manually.

• **Home Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the home team. SEMI-AUTO: Allows both the user and the computer to make changes to the home team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.

• **Away Strategy Change:** Auto (Default) or Manual - Set this option to AUTO if you'd like the computer to automatically choose the away team's plays. Setting this option to MANUAL allows the away team's user to control strategy (including aggression) manually.

• **Away Line Change:** Auto (Default), Semi-Auto, Off or Manual – AUTO: Computer automatically handles swapping lines for the away team. SEMI-AUTO: Allows both the user and the computer to make changes to the away team's lines. OFF: Doesn't allow the user or the computer to change the lines, but players do not fatigue. MANUAL: Leaves line-swapping entirely in the hands of the user.

• **Referee Collision:** None (Default), Puck Only, Players Only, or All - This option determines what objects will collide with the referees when they come in contact.

• **Overtime Type:** Single 5 min, 4 on 4 (Default); Continuous 20 min, 5 on 5; Single 10 min, 5 on 5, SO; Single 5 min, 5 on 5; Continuous 5 min, 4 on 4; Shootout; None; Auto – SINGLE 5 MIN, 4 ON 4: A single, 5 minute sudden-death overtime period, with four players on each team. If the game is tied after this overtime period, the game is declared a tie. CONTINUOUS 20 MIN, 5 ON 5: Five players on each team, with unlimited 20 minute overtime periods until one team scores. SINGLE 10 MIN, 5 ON 5, SO: A single 10 minute overtime period, with 5 players on each team. If the game still isn't decided after the 10 minute overtime period, the game is decided by a Shootout (see below). SINGLE 5 MIN, 5 ON 5: A single 5 minute overtime period, with 5 players on each team. CONTINUOUS 5 MIN, 4 ON 4: Five players on each team, with unlimited 5 minute overtime periods until one team scores. SHOOTOUT: Games tied at the end of regulation are decided by a shootout. Five players on each team take turns shooting

on goal. The team with the most goals wins. NONE: No overtime, games that are tied at the end of regulation are ruled a tie. AUTO: Selects the overtime type that applies to the situation (i.e. Regular Season: Single, 5 min, 4 on 4, Postseason: Continuous, 5 min, 5 on 5).

- **Game Clock:** Accelerated (Default) or Real Time – ACCELERATED: At the beginning of each period, the game clock will start at 20 minutes and may count down at an accelerated pace depending on the Period Length (e.g. clock ticks twice as fast if the Period Length is set to 10 minutes). REAL TIME – At the beginning of each period, the game clock will start at the number of minutes selected on the Period Length option (see General Options). Keep in mind that, in Real Time, if you set the Period Length to less than 20 minutes, then any penalties that remove a player from the ice for a given amount of time (2 minutes or 5 minutes) will remove a the player for an abnormally large proportion of the game.

- **Clock Type:** Auto (Default), NHL, International – AUTO: NHL Arenas use NHL Clock and International Arenas use International Clock, NHL: Clock counts down to 0:00, INTERNATIONAL: Clock counts up from 0:00.

⇒ Gameplay

Customize your gameplay experience by adjusting sliders to determine players' effectiveness at various game skills. You can set each slider option for human-controlled or computer-controlled (CPU) teams. Press **A** or **Y** to increase or decrease the sliders.

- **Goalie Skill:** This slider sets the skill level of the goalie when he's not under direct user control.
- **Defense Skill:** This slider sets the skill level of the defensive players who are not under direct user control.
- **Offense Skill:** This slider sets the skill level of the offensive players who are not under direct user control.
- **Speed Burst Effect:** Sets the amount of speed that is gained by performing a speed boost.
- **Speed Burst Time:** Sets the length of time that a speed burst will last.
- **Speed Burst Recovery:** Sets the length of time necessary for a player to replenish his speed burst meter.
- **Fatigue Effect:** This slider determines how strongly fatigue affects players' performance.
- **Fatigue Time:** This slider determines how long it takes a player to become fatigued.
- **Fatigue Recovery:** This slider determines how long it takes a player to recover once he has become fatigued.
- **Hitting Power:** This slider determines the average strength of players' hits.
- **Shot Accuracy:** Sets the overall level of accuracy of players' shots.
- **Pass Accuracy:** Sets the overall level of accuracy of players' passes.
- **Pass Speed:** Sets the overall speed of players' passes.
- **Pass Interceptions:** Sets the frequency and ease of pass interceptions.
- **Rebounds:** Sets the frequency of shots that rebound off of the goalie.
- **Shot Blocking:** Sets the frequency and ease with which defenders block shots on goal.
- **Puck Retention:** Sets the overall ability of players to retain the puck regardless of defensive harassment.
- **Puck Control:** Adjusts the players' overall skill at puck control.

⇒ Controls

Press **A** or **Y** to move forward or backward through the options.

- **Current Profile:** Sets the User Profile to which these Controls will be assigned.
- **Controller:** Classic, Intermediate (Default), or Advanced - Select your desired Control Configuration.
- **Goalie Control:** Semi-Automatic (Default), Automatic, and Manual - SEMI-AUTOMATIC: User controls the goalie when the goalie has the puck. AUTOMATIC: The computer controls the goalie. MANUAL: User controls the goalie when he has the puck, and can manually switch to the goalie by pulling the **left trigger** and pressing **Black** simultaneously.
- **Pass Aim Assist:** With this slider empty, the user's passes go where they are aimed with the **left thumbstick**. The more the slider is filled, the more help the user will get with aiming passes.
- **Shot Aiming:** Auto (Default) or Manual – MANUAL: The user controls where his or her shot goes. AUTO: The computer handles aiming shots for the user.
- **Auto Puck In Air Grab:** On (Default) or Off – ON: The user-controlled player automatically grabs pucks shot up in the air. OFF: The user must press **White** (in Intermediate and Advanced Controls) or the **left trigger** (in Classic Controls) to grab the puck from the air.
- **Player Lock Type:** Semi-Manual (Default), Manual, and Full Lock - SEMI-MANUAL: You control the player with the puck. On defense, you can switch players by pressing **A**. MANUAL: Stay controlling one player until you press **A** to switch. FULL LOCK: User always controls one player, and cannot switch players at all (the Change Player button ceases to function).
- **Preferred Start Position:** C (Default), LW, RW, LD, RD, G - Choose the position that the user will start the game controlling.
- **Puck Protection:** Auto (Default) or Manual – MANUAL: When you press **B** to protect the puck, you can move the puck around with the **left thumbstick**. AUTO: When you press **B** to protect the puck, the player automatically moves the puck for you to keep it away from opponents.
- **Vibration Feature:** Off (Default) or On – When ON, the Xbox Controller will vibrate when your player is involved in a check.
- **One timer Passing:** On (Default) or Off - Turn this OFF, and one-touch passes will not occur in the game.

⇒ Controller Layout

Learn the button commands for each situation or customize them to your liking.

- Press **Black** or **White** to cycle through the command scenarios.
- Pull the **left** or **right trigger** to view the controls as modified by the **left** or **right trigger**.
- To customize the face button (**A**, **B**, **X**, and **Y**) controls, press **Y** to initiate Button Swap Mode. If you want to back out of the Button Swap Mode, press **BACK**.
- To select a button whose function you wish to reassign, press that button. The button's function will appear highlighted in red.
- Press the other button whose functionality you wish to swap with the first button. The buttons will swap and you will automatically exit Button Swap Mode.

⇒ Presentation

Use this screen to customize the appearance of the game.

- **Audio Presentation:** Default, TV Broadcast, In Stands, and On Ice - Press **A** or **Y** to cycle through a number of game audio settings. This option automatically switches to Custom if you modify Audio Volume Sliders individually.
- **Volume Sliders:** Adjust the volume of various sounds effects, commentary, and music in the game. Press **A** or **Y** to increase or decrease the sliders.
- **Display Player Type Indicator:** No (Default) or Yes - When YES, a symbol will appear next to the player's name, showing what type of player the user has control of.
- **Puck Shadow:** On (Default) or Off – When ON, a shaded circle appears around the puck to make it easier to see.
- **Player Name Indicator:** Name and Position (Default), Name, Position, None - Select the text that appears beneath each user's player.
- **Camera:** $\frac{3}{4}$ Camera (Default), $\frac{3}{4}$ Non-Predictive Camera, Overhead Camera, Rink Camera, Side Camera, or Rink Action Camera - $\frac{3}{4}$ CAMERA: This is the default diagonal camera view of the action. It also tries to stay ahead of the action to allow you to see what's going on around you better. $\frac{3}{4}$ NON-PREDICTIVE CAMERA: This camera is similar to the regular $\frac{3}{4}$, but is a bit more zoomed out from the action and always stays centered on the puck. OVERHEAD CAMERA: This is a top-down view from directly above the puck. RINK CAMERA: This is a close-up view of the action from a $\frac{3}{4}$ angle. SIDE CAMERA: This is a side angle camera, similar to TV broadcast. RINK ACTION CAMERA: This camera angle brings you the very closest to the players and the ice.
- **Challenge Mode Notification:** On (Default) or Off – When ON, an overlay will appear to notify you when you've accomplished one of the game's Challenges.
- **Action Replays:** On (Default) or Off – When ON, Action Replays will frequently play after goals and other big plays.
- **Cut Scenes:** On (Default) or Off – When ON, cut scenes will frequently play to show players and coaches reacting to the game.

⇒ Preview Movie

View a movie with footage from all of the ESPN Videogames titles.

⇒ Credits

Roll the credits for the game.

SAVE / LOAD

Load

- Pull the **left trigger** or **right trigger** to switch between the Xbox Hard Disk and the Xbox Memory Unit.
- Move the **left thumbstick** or **directional pad** up or down to highlight your desired save.
- Press **A** to load the save.

Save Settings

- Pull the **left trigger** or **right trigger** to switch between the Xbox Hard Disk and the Xbox Memory Unit.
- Move the **left thumbstick** or **directional pad** up or down to highlight "Create New Save" or to highlight an existing save to overwrite.

- Press **A** to select the save slot.
- Use the Virtual Keyboard to enter a name for the save.

Save Profile

Use the Save Profile Screen to save your user record information as well as the Unlockables you may have earned. This screen functions in the same fashion as the Save Settings Screen found above.

Manage Profiles

The Switch Profile Screen enables you to create a Profile, load a Profile, remove a Profile, and rename a Profile.

- Pull the **right trigger** or the **left trigger** to switch between SELECT PROFILE, REMOVE PROFILE, and RENAME PROFILE.

⇒ Select Profile

To select a Profile:

- Highlight a Profile and press **A** to switch to it.

To create a Profile:

- Highlight CREATE A PROFILE and press **A** to access the Virtual Keyboard.
- Select a name for your User Profile and press **START** to create it.

To load a Profile:

- Highlight LOAD A PROFILE and press **A** to access the Load Screen.
- Pull the **right trigger** or the **left trigger** to switch between the hard disk and the memory unit.
- Highlight a Profile and press **A** to switch to it.

⇒ Remove Profile

- Highlight a Profile and press **A**.
- Highlight YES and press **A** to remove the Profile.

⇒ Rename Profile

- Highlight a Profile and press **A** to access the Virtual Keyboard.
- Enter a new name for the User Profile and press **START** to confirm it.

Delete

- Pull the **left trigger** or **right trigger** to switch between the Xbox Hard Disk and the Xbox Memory Unit.
- Move the **left thumbstick** or **directional pad** up or down to highlight an existing save file.
- Press **A** to delete the highlighted file.

Roster Updates

Access Roster Updates to bring your team rosters up to date.

ROSTER MANAGER

Player Rosters

The View Roster Screen is where you edit team rosters.

- Press **Black** or **White** to cycle forward or backward through the player positions.
- Pull the **left trigger** or **right trigger** to cycle between the various teams.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.
- Highlight a player and press **A** to bring up an Overlay Menu with the following options: Captain Status, Edit Player, Edit Player Name, or Cancel. Highlight any option and press **A** to select it.
- Press **START** to accept your changes.
- Press **B** to exit and lose any changes.

Changing Captain Status:

- Select Captain to make the player a team captain; select Assistant to make the player an assistant captain; select None to make the player a non-captain, or select Cancel to exit the Overlay Menu.

Editing a Player:

If you select this option, you will be taken to the Player Edit Screen.

⇒⇒ Player Edit

- Pull the **right trigger** or the **left trigger** to cycle forward or backward through the Edit Player sub-screens (Attributes, Appearance, Accessories, and Abilities).
- Move the **right thumbstick** left or right to rotate the player model.
- Press **A** or **Y** to cycle forward or backward through the options and to increase or decrease the sliders.
- To edit the player's name, highlight NAME and press **A**. The Enter Player Name Screen appears (see below).
- To exit and keep your changes, press **START**.
- To exit and lose your changes, press **B** and select YES to confirm.

! Note: If you've unlocked either of the two unlockable goalie masks, you can use the Player Edit – Accessories Screen to attire a goalie in the mask.

Editing a Player's Name:

If you select this option, the Enter Player Name Screen appears.

⇒⇒ Enter Player Name

- Press **Y** to toggle between the name list and the alphabet.
- Pull the **left trigger** to capitalize and un-capitalize the letters of the alphabet.
- Pull the **right trigger** to switch between the player's first name and last name.
- Press **A** to select a name or a letter.
- To delete a letter, highlight the backspace icon on the bottom right of the alphabet window, and press **A**.
- When you're satisfied with the player's new name, press **B** or **START** to return to the View Roster Screen or the Player Edit Screen.

Edit Lines

- Pull the **left trigger** or **right trigger** to switch between the various teams.
- Press **Black** or **White** to cycle through the following categories: Offense, Defense / Goalies, Power Play, Penalty Kill, and Other.
- Use **Y** to switch between the lines.
- Use the **left thumbstick** or the **directional pad** to highlight a player you'd like to replace.
- Press **A** to select the player.
- Use the **left thumbstick** or the **directional pad** to highlight a new player from your bench.
- Press **A** to swap him with the other player.

! Note: This year, for the first time, you can put a player in more than one line if necessary. Simply add him to a second list as you would any other player. To help you spot when a player is in another line, if you highlight a player's name in the replacement roster and he is already listed in another line, his name will appear in blue on the other line.

- Press **START** and select YES to accept your changes.
- Press **B** and select YES to exit without keeping your changes.

Player Status

- Pull the **left trigger** or **right trigger** to switch between the various teams.
- Press **Black** or **White** to cycle forward or backward through the player positions.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.
- Highlight a player and press **A** to bring up an Overlay Menu with some of the following options: Dressed, Scratched, Cut, Minors, or Cancel. Highlight any option and press **A** to select it.

Definitions:

- **Dressed:** These 20 players (18 skaters and 2 goalies) can play in the games.
- **Scratched:** These 3 players act as reserves and must be switched with a dressed player prior to a game in order to play.
- **Cut:** These players are released to free agency and their salaries come off the books.
- **Minors:** These players (up to 23) play for the club's minor league team and must be switched with a dressed player prior to a game in order to play.

Trade Players

This screen allows you to offer trades players between NHL teams.

- Press **Y** to toggle your control between each team's player list.
- Pull the **left trigger** or **right trigger** to switch the team.
- Press **Black** or **White** to cycle forward or backward through the player categories (Skaters, Goalies, Left Wingers, Right Wingers, Centers, Defense, Forwards, and Draft Picks).

- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.
- Press **A** to place a checkmark next to a player's name.
- Once you have placed a check next to a player on each team, press **START** and select YES to offer the trade. When the trade is accepted, select YES to complete the trade.

Free Agents

- Press **Y** to toggle between the Team Window and the Free Agent Window.
- With the Team Window highlighted, pull the **left trigger** or **right trigger** to switch teams.
- Press **Black** or **White** to toggle through the player position types (Skaters, Goalies, Left Wingers, Right Wingers, Centers, Defense, and Forwards) in your present window.
- Move the **left thumbstick** or **directional pad** to highlight player rows and category columns.
- Click the **left thumbstick button** to sort players by the highlighted row.
- Click the **right thumbstick button** to view a player's Player Card.
- Highlight a Free Agent and press **A** to put a check next to his name.
- Press **START**. An overlay will appear asking whether you wish to sign the Free Agent(s).
- Highlight YES and press **A** to sign the Free Agent(s).

Create Player

Create your own custom-made player in Create Player.

- Highlight SKATER or GOALIE and press **A** or **START**.

⇒ Player Edit Screen

- Pull the **right trigger** or the **left trigger** to cycle forward or backward through the Edit Player sub-screens (Attributes, Appearance, Accessories, and Abilities).
- Move the **right thumbstick** left or right to rotate the player model.
- Press **A** or **Y** to cycle forward or backward through the options and to increase or decrease the sliders.
- To edit the player's name, highlight NAME and press **A**. The Enter Player Name Screen appears (see below).
- To exit and keep your changes, press **START**.
- To exit and lose your changes, press **B** and select YES to confirm.

! Note: If you've unlocked either of the two unlockable goalie masks, you can use the Player Edit – Accessories Screen to attire a goalie in the mask.

⇒⇒ Enter Player Name

- Press **Y** to toggle between the name list and the alphabet.
- Pull the **left trigger** to capitalize and un-capitalize the letters of the alphabet.
- Pull the **right trigger** to switch between the player's first name and last name.
- Press **A** to select a name or a letter.
- To delete a letter, highlight the backspace icon on the bottom right of the alphabet window, and press **A**.

- When you're satisfied with the player's new name, press **B** or **START** to return to the Player Edit Screen.

Reset Rosters

Select Reset Rosters to undue any changes you've made to the team rosters. Highlight YES and press **A** to confirm.

Save / Load

⇒ Load

- Pull the **left trigger** or **right trigger** to switch between the Xbox Hard Disk and the Xbox Memory Unit.
- Move the **left thumbstick** or **directional pad** up or down to highlight your desired save.
- Press **A** to load the save.

⇒ Save Roster

- Pull the **left trigger** or **right trigger** to switch between the Xbox Hard Disk and the Xbox Memory Unit.
- Move the **left thumbstick** or **directional pad** up or down to highlight "Create New Save" or to highlight an existing save to overwrite.
- Press **A** to select the save slot.
- Use the Virtual Keyboard to enter a name for the save.

⇒ Save Profile

Use the Save Profile Screen to save your user record information as well as the Unlockables you may have earned. This screen functions in the same fashion as the Save Settings Screen found above.

⇒ Manage Profiles

The Switch Profile Screen enables you to create a Profile, load a Profile, remove a Profile, and rename a Profile.

- Pull the **right trigger** or the **left trigger** to switch between SELECT PROFILE, REMOVE PROFILE, and RENAME PROFILE.

⇒⇒ Select Profile

To select a Profile:

- Highlight a Profile and press **A** to switch to it.

To create a Profile:

- Highlight CREATE A PROFILE and press **A** to access the Virtual Keyboard.
- Select a name for your User Profile and press **START** to create it.

To load a Profile:

- Highlight LOAD A PROFILE and press **A** to access the Load Screen.
- Pull the **right trigger** or the **left trigger** to switch between the hard disk and the memory unit.
- Highlight a Profile and press **A** to switch to it.

⇒⇒ **Remove Profile**

- Highlight a Profile and press **A**.
- Highlight YES and press **A** to remove the Profile.

⇒⇒ **Rename Profile**

- Highlight a Profile and press **A** to access the Virtual Keyboard.
- Enter a new name for the User Profile and press **START** to confirm it.

⇒ **Delete**

- Pull the **left trigger** or **right trigger** to switch between the Xbox Hard Disk and the Xbox Memory Unit.
- Move the **left thumbstick** or **directional pad** up or down to highlight an existing save file.
- Press **A** to delete the highlighted file.

⇒ **Roster Updates**

Access Roster Updates to bring your team rosters up to date.

THE SKYBOX

Unlock in-game features and customize your skybox with items that are earned by completing challenges and achieving other in-game milestones.

! Note: Certain areas of the Skybox are inaccessible until you have created a User Profile. To quickly create a User Profile without exiting the Skybox, simply press **Black** to access the Save Screen or press **White** to access the Switch Profile Screen.

Save (Accessed by pressing **Black**)

The Save Screen enables you to create a User Profile or save your existing User Profile to the Xbox Hard Disk or an Xbox Memory Unit (MU).

To save a profile:

- Pull the **right trigger** or the **left trigger** to switch between the hard disk and the memory unit.
- Highlight CREATE NEW SAVE and press **A** to access the Virtual Keyboard. Enter a name for the User Profile and press **START** to confirm it.

To save your existing User Profile:

- Highlight the name of the User Profile that's in use and press **A** to overwrite it with your updated User Profile information.

Switch Profile (Accessed by pressing **White**)

The Switch Profile Screen enables you to create a Profile, load a Profile, remove a Profile, and rename a Profile.

- Pull the **right trigger** or the **left trigger** to switch between SELECT PROFILE, REMOVE PROFILE, and RENAME PROFILE.

⇒ **Select Profile**

To select a Profile:

- Highlight a Profile and press **A** to switch to it.

To create a Profile:

- Highlight CREATE A PROFILE and press **A** to access the Virtual Keyboard.
- Select a name for your User Profile and press **START** to create it.

To load a Profile:

- Highlight LOAD A PROFILE and press **A** to access the Load Screen.
- Pull the **right trigger** or the **left trigger** to switch between the hard disk and the memory unit.
- Highlight a Profile and press **A** to switch to it.

⇒ **Remove Profile**

- Highlight a Profile and press **A**.
- Highlight YES and press **A** to remove the Profile.

⇒ **Rename Profile**

- Highlight a Profile and press **A** to access the Virtual Keyboard.
- Enter a new name for the User Profile and press **START** to confirm it.

Moving around the Skybox:

- Move the **left thumbstick** or **directional pad** left or right to look around at the areas of the Skybox (Game Room, Player Stats, Trophy Room, Challenge Mode and Stanley Cup).
- Move up on the **left thumbstick** or **directional pad** or press **A** to access the highlighted area.
- If more than one item is selectable in the area, move the **left thumbstick** or **directional pad** to highlight your desired item.
- Press **A** to access the item.

⇒ **Game Room**

⇒⇒ **Air Hockey**

Perfect your hand-eye coordination with this classic parlor game. The first to seven points wins.

- Use the **left thumbstick** to move your paddle.
- Pull the **right trigger** to center your paddle in front of your own goal.

⇒⇒ **Soundtracks**

- Pull the **left trigger** or **right trigger** to switch the record.
- Move the **left thumbstick** or **directional pad** up or down to highlight a track.
- Press **A** to play a track.

⇒⇒ **All-Time Records**

This screen lists the all-time NHL records. Set a record and your player's name will be listed amongst some of the best players to ever lace up a pair of skates.

- Pull the **left trigger** or **right trigger** to toggle between the following categories (Player – Game, Team – Game, Player – Season, Team – Season, Player – Career)
- Move the **left thumbstick** or **directional pad** down when necessary to scroll to off-screen text.

⇒ **Player Stats**

This screen shows all of your gameplay stats, including wins and losses, goals, assists, saves, and more.

- Move the **left thumbstick** or **directional pad** down to scroll to off-screen text.

⇒ **Trophy Room**

⇒⇒ **Trophy List**

This book lists all of the trophies that your players have won throughout the years.

⇒⇒ **Trophy Shelves**

- Move the **left thumbstick** or **directional pad** to highlight a trophy.
- Press **A** to view a close-up and a description of the trophy.

⇒ **Challenge Mode**

⇒⇒ **Challenge List**

On this laptop computer, you'll find a list of User Challenges. Complete these challenges to unlock hidden teams, jersey, mini-games, and other cool stuff.

- Pull the **right trigger** or **left trigger** to cycle forward or backward through the lists of challenges (Level One, Level Two, Level Three, and Skills).
- Move the **left thumbstick** or **directional pad** down to scroll to off-screen text.

Note: The Skills Challenges are accessed in Game Modes – Skills – Challenge Mode.

⇒⇒ **Unlockable Shelves**

As you unlock secret stuff in the game, the collectibles representing your unlockables will light up and appear selectable.

- Move the **left thumbstick** or **directional pad** to highlight a collectible.
- Press **A** to view a close-up and a description of the collectible.

⇒ **Stanley Cup**

This alcove was specifically built to house the Stanley Cup. Win the NHL Championship, and you can view your historic trophy here.

Xbox LIVE

Here's where you really put your skills to the test. Challenge other players online with Xbox Live. Please register for an Xbox Live account before using this feature.

Online Sign In

To create a user account:

- Highlight **NEW ACCOUNT** and press **A**. You will be taken to the Xbox Dashboard.

- Follow Xbox Live Instructions to create a new account.

To use an existing user account:

- Move left or right on the **left thumbstick** to highlight the desired user account name.
- Press **A**.
- If the account has a Passcode, enter it.

To join as a guest:

- After the account holder has selected his account, highlight **PLAY AS GUEST** and press **A**.

To advance, press **START**.

XBOX LIVE MENU

Quick Match

Quick Match is the fastest way to challenge an opponent. It is intended for players to easily find and enter a game. When you select Quick Match, you will automatically challenge another user to a game. If they accept the challenge, the Team Select Screen will appear.

OptiMatch

The OptiMatch Screen allows you to define what type of game you want to play.

- Press **A** or **Y** to cycle forward or backward through the game types (Exhibition, Amateur, Rookie, Pro, All-Star, Hall of Famer, Mini-Rink, Skills, and Show All).
- Press **START** to find the available matches under that Game Type. The Match List Screen should appear.

Note: If you challenge another player to a game, you will play the game with the settings they selected.

Note: Exhibition games are unranked on the Leaderboards. If you'd like to practice your skills a bit before playing games that count towards your standing, start in Exhibition.

⇒ Match List

The Match List Screen is where you challenge other players to a game.

- Pull the **right trigger** or the **left trigger** to cycle forward or backward through the game types.
- Press **START** to access the Friends List Screen (see below).

To challenge another user to a game:

- Highlight another user's match and press **A**.
- If the other user accepts, you will advance to the Team Select Screen. If you and your opponent both have an Xbox Communicator headset, you will now be able to use voice chat to communicate with one another.

If another user challenges you to a game you've created:

- To accept the challenge, highlight **ACCEPT** on the Challenge Overlay and press **A**. The Team Select Screen will appear.

- To refuse the challenge, highlight DECLINE and press **A**. Highlight your reason for declining (None, Rank, Reputation, or Busy) and press **A**. You will return to the Match List Screen.

⇒ **Friends List** (accessed by pressing **START** on the Match List Screen)

This screen lists your friends and those who have requested to be your friend.

- Highlight a friend and press **A** to access the options overlay.
- If your friend has created a game and you wish to play him / her, highlight JOIN GAME and press **A**.
- If you no longer wish to be friends with another user, highlight REMOVE FRIEND and press **A**.
- If you don't wish to hear your friends voice when you play against one another, highlight MUTE VOICE and press **A**.

To ask someone to be your friend:

- Play a game against them, select Xbox Live Options, select Recent Players, highlight the player's name and press **A**.
- Highlight INVITE TO BE YOUR FRIEND and press **A**.
- or -
- Go to the Xbox Dashboard; select Xbox Live; select Account Management; select your account; select Friends; highlight ADD FRIEND and type in their name.

Create Match

Use this screen to Create a game with the options you desire. Press **A** or **Y** to move forward or backward through the options.

- **Game Type:** Exhibition (Default), Amateur, Rookie, Pro, All-Star, Hall of Famer, Mini-Rink, and Skills – Pick the game type you wish to play.
- **Difficulty:** Amateur, Rookie (Default), Pro, All-Star, or Hall of Famer - Set the difficulty for your Exhibition game.
- **Game Length:** 1 through 20 (5 is Default) - Set the period length (in minutes) for your Exhibition game.
- **Camera:** $\frac{3}{4}$ Camera (Default), $\frac{3}{4}$ Non-Predictive Camera, Overhead Camera, Rink Camera, Side Camera, or Rink Action Camera - $\frac{3}{4}$ CAMERA: This is the default diagonal camera view of the action. It also tries to stay ahead of the action to allow you to see what's going on around you better. $\frac{3}{4}$ NON-PREDICTIVE CAMERA: This camera is similar to the regular $\frac{3}{4}$, but is a bit more zoomed out from the action and always stays centered on the puck. OVERHEAD CAMERA: This is a top-down view from directly above the puck. RINK CAMERA: This is a close-up view of the action from a $\frac{3}{4}$ angle. SIDE CAMERA: This is a side angle camera, similar to TV broadcast. RINK ACTION CAMERA: This camera angle brings you the very closest to the players and the ice.
- **Offside:** On (Default) or Off - Turn this option OFF, and players will be able to cross the offensive blue line before the puck crosses it.
- **Icing:** On (Default) or Off – In NHL rules, an Icing infraction is called when a player behind the red line in his end of the rink shoots a puck past the goal line in his offensive zone when both teams are playing at equal strength (i.e. with the same number of players on the ice). The teams then face-off at the face-off circle closest to where the play occurred. Turn this option OFF, and teams will not be whistled for icing.
- **Two Line Passing:** On (Default) or Off – In the NHL, a Two-Line Pass infraction is called when a player passes to a teammate across both the red line and a blue line. It carries the same penalty as Offside: the two teams face-off at the location of the

infraction. Turn this option OFF, and players will be permitted to make passes that cross both the red line and either blue line.

- **Game Speed:** Use this slider to adjust the game's speed.
- **Penalties:** Use this slider to adjust how often the referees whistle players for a penalty.
- **Private Game:** No (Default) or Yes – Set this Option to YES, and your game will only be visible to your friends.

Once you've finished setting your options, press **START** to create the match. You will advance to the Match List Screen, where your game will appear listed.

Xbox Live Options

Press **A** to toggle options or to access an option.

- **Online / Offline:** Set this option to ONLINE and other users will be able to see that you're logged on to Xbox Live. Set it to OFFLINE and they won't.
- **Mask:** When using an Xbox Communicator, turn this option ON to mask your voice with the following options: None (Default, no voice-masking), Anonymous (a breathy soft voice), Cartoon (a nasal voice), Big Guy (a deep voice), Child (a high-pitched child voice), Robot (a monotone robot voice), Dark Master (a dark foreboding voice), Whisper (a quiet whispery voice), or Demon (an Imp-like higher-pitched whispery voice).
- **Friends:** Select this to access the Friends List Screen (described above).
- **Recent Players:** Select this to access the Players List Screen (described below).

⇒ Recent Players / Player's List

The Player's List Screen shows the players that you recently squared off against.

- Highlight the player's name and press **A**.

To ask the player to be your friend:

- Highlight INVITE TO BE YOUR FRIEND and press **A**.

To make it so that you don't have to hear the player's voice chat:

- Highlight PERMANENTLY MUTE VOICE and press **A**.

To send positive or negative feedback to Xbox Live about the player:

- Highlight SEND FEEDBACK and press **A**. The Feedback Overlay appears.
- Highlight the comment you wish to make and press **A**.

Leaderboards

The Leaderboard Screen downloads the current leaders from the server complete with their records.

- Pull the **left trigger** or **right trigger** to toggle between the following record categories (Amateur, Rookie, Pro, All-Star, Hall of Famer, Mini-Rink, and Skills).
- Move up or down on the **left thumbstick** or the **directional pad** to scroll through the rankings.

Downloads

The Downloadable Content Screen will download the latest NHL rosters to keep your game up to date with the pros. Highlight an update and press **A** to download it.

Sign Out

Select Sign Out to log off of the Xbox Live network and return to the Main Menu.